THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

£4.50 ■ SEPTEMBER 1995 ■ ISSUE 75

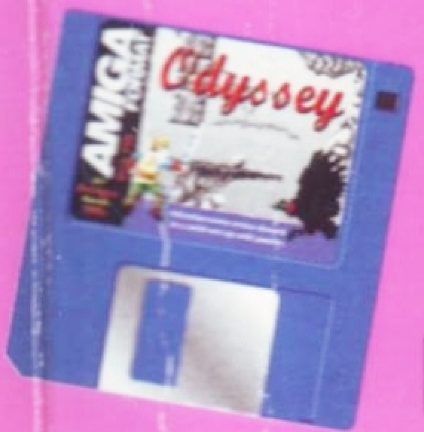
The New Torchbearers

Why is all the innovative, exciting software coming from small independent publishers? Meet...



Maxon Magic

Empower your Workbench by adding system sounds and screensavers
PLUS: F1GP Editor



Odyssey

Hack and slash your way through the huge training level of what looks to be a great game

Amiga in the UK

New offices! New distribution! New logo! All is revealed inside

Doomed at last!

Mark Sibley's *Gloom* is the first Amiga Doom clone – full review

Super Street Fighter II



Gloom



EXCLUSIVE!
Is the IOmega Zip drive the floppy of the future? p104

Future PUBLISHING
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floppy drives



3.5 super xl drive

The Super XL Drive allows you to store 3.5MB on a high density disk.

3.5 SUPER XL DRIVE **£129.95**



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squirrel scsi interface included where you see this logo

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EPSON GT-6500 .... **£539.95**
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amiga 4000

a4000 tower

new



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A4000 TOWER **£349**

octogen scsi-2

SCSI-2 controller card for the Amiga 2000/4000. Upgradable to 8MB RAM.

OCTOGEN 2008 .... **£129**

aga flicker fixer

ScanDoubler II is a full 24-bit AGA flicker fixer which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution and has a standard 15-pin VGA type connector. Comes with composite video/S-VHS outputs.

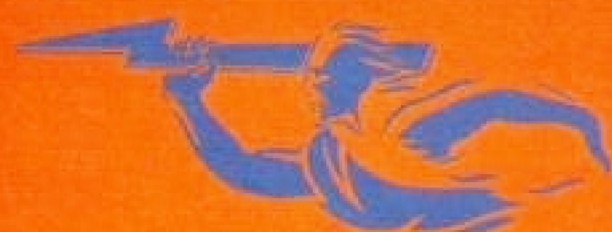
SCAN DOUBLER II **£399**

tandem cd-de

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TANDEM CD-DE **£69**

.... award winning amiga peripheral manufacturers ....





gvp products



Power Computing Ltd are now the official joint owner and manufacturer of Great Valley Products Inc. For more information, please call 01234 273000.

a4000 68060

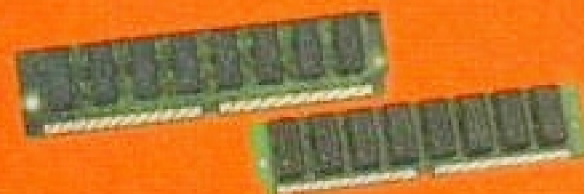
A 68060 accelerator board for the A4000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller. The board can be configured with either 4MB, 8MB, 16MB or 32MB industry standard SIMMs.

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A4000 68060 (0MB RAM) £829
4MB STANDARD ADD £139
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a2000 68060

A 68060 accelerator board for the A2000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller.

A2000 68040 (0MB RAM) £699
A2000 68060 (0MB RAM) £829
4MB STANDARD ADD £139
4MB GVP ADD £159



gvp ram

Official GVP RAM SIMMs.

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16MB GVP RAM £549

gvp hc-8 scsi

SCSI hard card which can fit 8MB of RAM on-board.

HC-8 SCSI CARD £99

gvp g-lock

Award winning Amiga Genlock.

G-LOCK AMIGA GENLOCK £259
DSS-8 SOUND SAMPLER £55

io-extender

Zorro II card that provides an additional serial port, parallel port and connection for optional RS422 and RS232 port. Call for details

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emulation

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INCLUDES OPTION A AND B

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PC EMULATOR MODULE

new



glidepoint

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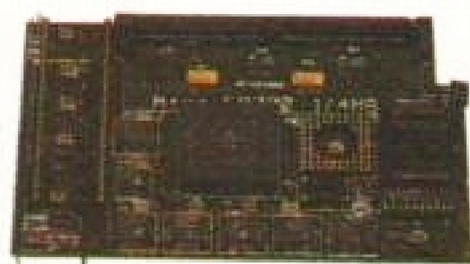


graphic tablets

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INCL. PEN, CURSOR AND POWER TAB S/W

GENIUS 5 x 5 EASYPAINT . £99.95
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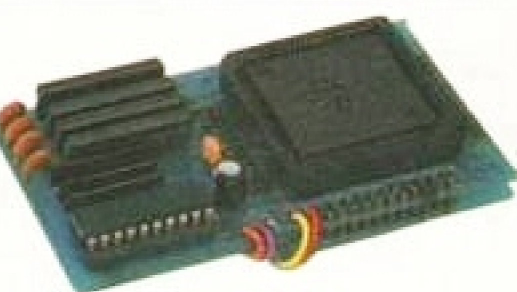


a500 68020ec

A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... £99.95
A500 68020 EC 4MB RAM .. £239.95

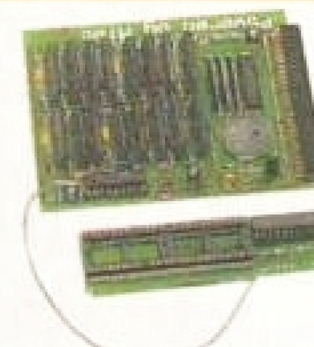


megachip ram

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM £159.95

VGA ADAPTOR £15



a500 2mb ram

A 2MB RAM board for the A500 which fits in the trap door slot.

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512K RAM WITH CLOCK £24.95
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modems

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TRAPFAX MODEM SOFTWARE ... £49

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EPSON STYLUS PRO XL A3+ .. £1499
EPSON STYLUS/PRO XL INCLUDE STUDIO II SOFTWARE

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64-BIT GRAPHICS ENGINE, INCLUDES 2MB

VIDEO DAC £25
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IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 75 ■ SEPTEMBER 1995

AMIGA NEWS



Ex-CBMUK employee, Jon Anderson, is heading up Amiga Technologies' office in this country.

A new logo for the Amiga-range; new offices in the UK; and controversy over prices... p10



MAIN FEATURE

Torchbearers

We investigate nothing less than the state of the Amiga's software market – does it still have one? p17

SERIOUSLY AMIGA

Introduction 89

Flatbed Scanners 90
Yes, you really can afford to buy a flatbed scanner – thanks to a range of new budget scanners, but which one is the best for you?

ProGrab 2.5 96
Grab full-colour images from any video source with the speed of a very fast video grabber, like ProGrab24RT 2.5 Pro.

Batch Factory 99
The latest version of this program gives you a helping hand with all the boring and repetitive jobs you hate doing.

Iomega 104
Could this be the future of data storage? With a unit price of only £179, elegant styling and 100Mb removable cartridges for under £20, it certainly looks likely.

Apollo 1220 107
This new A1200 accelerator is attempting to set new performance-to-price ratios, but what about its quality?

Cross/DOS 109
Transferring files from different types of computers can be a tricky business. We examine three filing-systems that should help things go more smoothly.

CD-ROMs 112
Our regular round-up of hot, new CD-ROMs includes a truly enormous collection of images on four CDs – all you need to get you started in multimedia and enough Spectrum games for the most hardened of Speccy fans.

SCREEN PLAY

Page 37



Gloom p46
Are we all doomed? The first clone of the PC-hit arrives on the Amiga.

Every new Amiga game reviewed and rated!





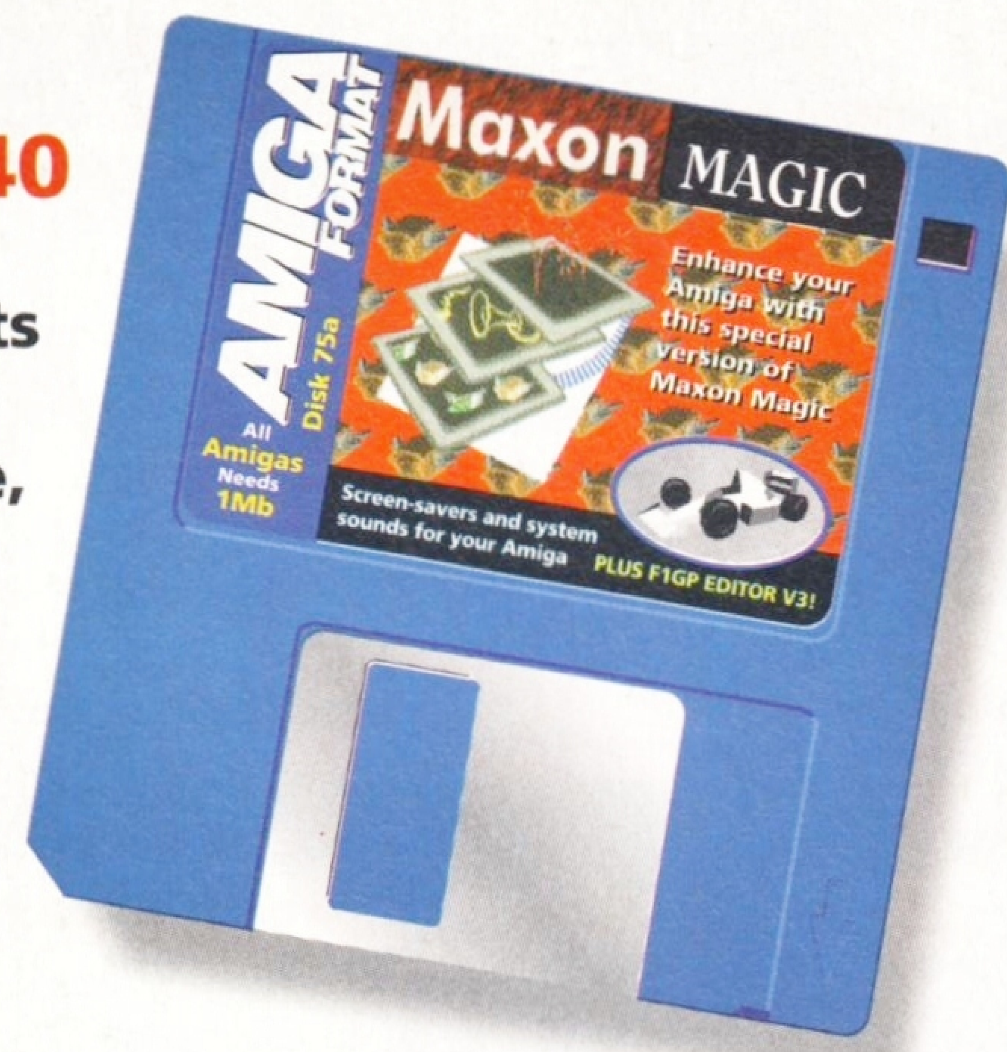
Super Streetfighter 2 (left): Surely there should be rules against that? *Turbo Trax* (above): Does the world need another top-down racer? Arcane believe so...

Previews 39
This month's Coverdisk demo is but a small part of Audiogenics' Odyssey. There's more on the rather cute-looking Tiny Troops and a look at coin-op conversion Primal Rage

Charts 42
Gloom 45
Super Streetfighter 2 51
Brutal:Paws of Fury 55
Games Check 59
Turbo Trax 62
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Coverdisk A: Maxon Magic p140

Add amusing, rude, or informative sounds to all sorts of system-events, and save your screen with the example, er, screensavers.

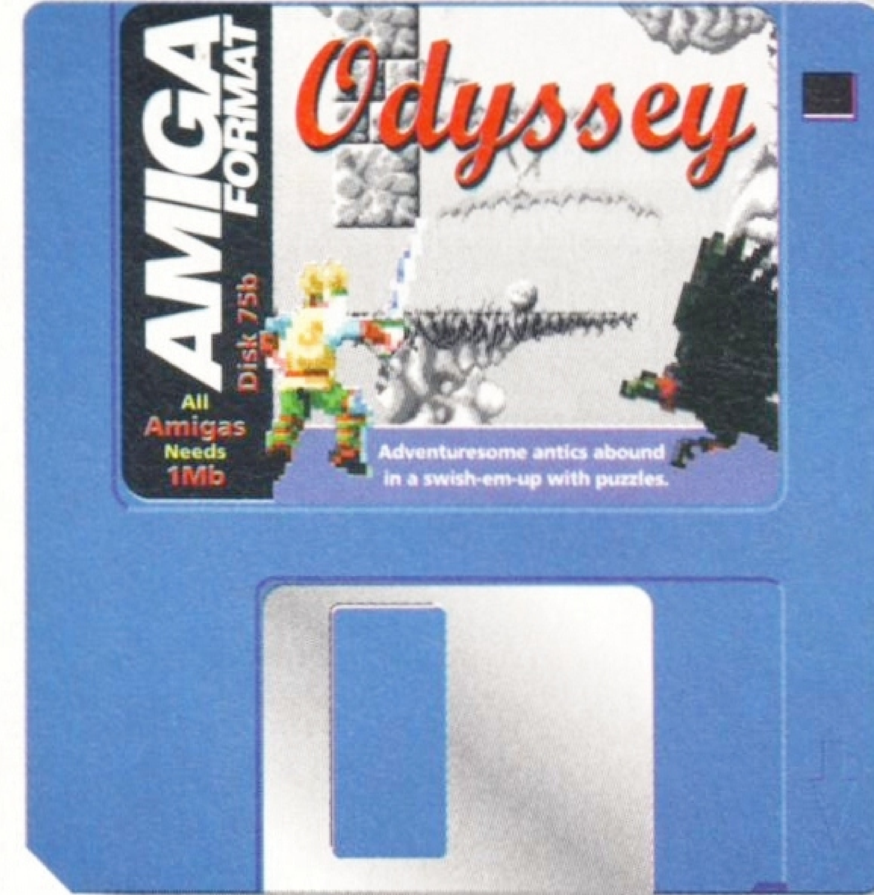


PLUS

Oliver Robert's *F1GPEditor v3* and loads of other useful utilities for your Amiga.

Coverdisk B: Odyssey p138

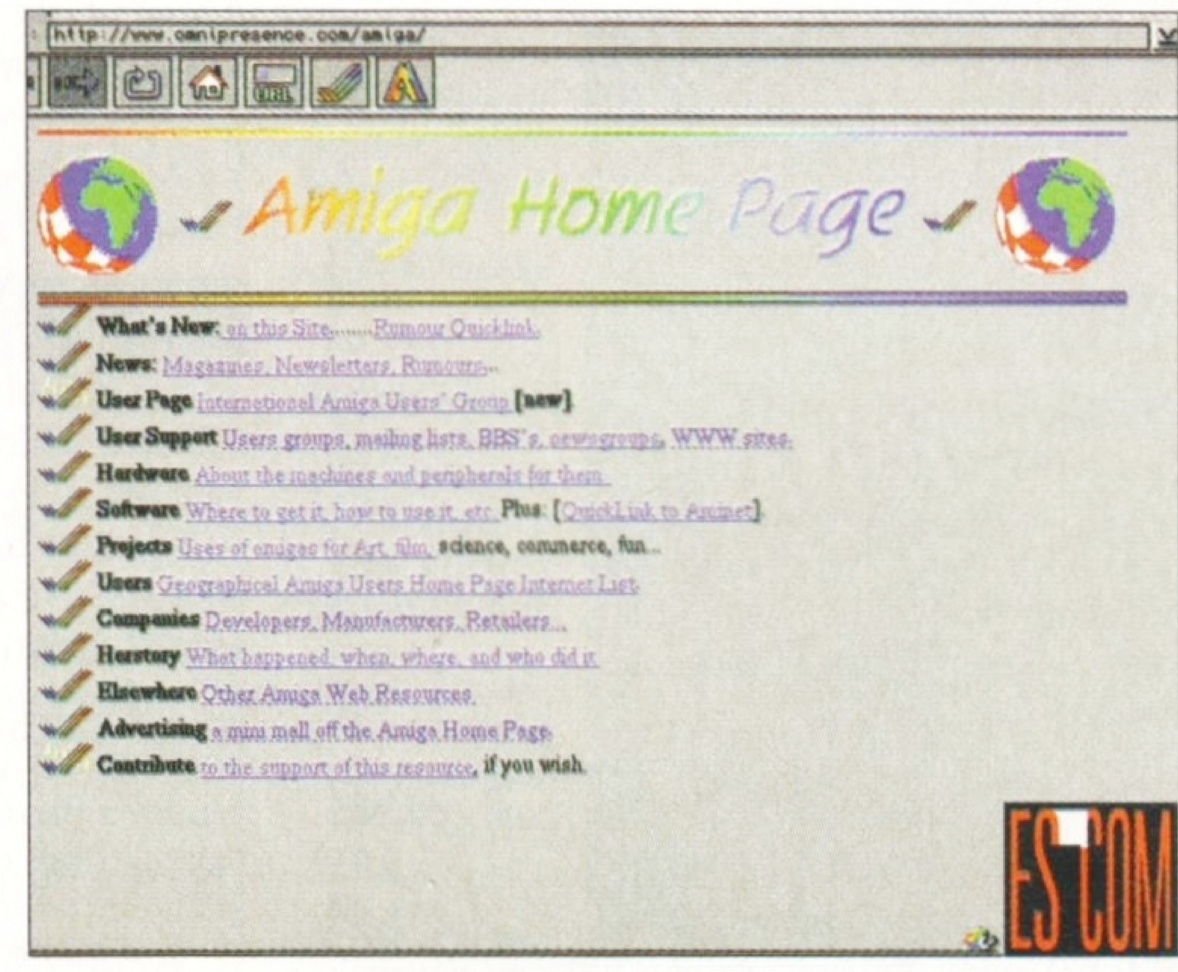
Hack and slay your way through this complete level of the forthcoming *Odyssey*. Battle little rock men, large birds and solve the puzzles in one of the finest demos ever to appear on our disks.





JUST BROWSING p30

A new version of *Amiga Mosaic* and some exciting news on a totally new browser means things are looking up for Web surfers.





ProGrab 2.5 p90
Has this new digitiser got the clout to tease the market away from Vidi?

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REGULARS

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Emerald Creative Technology

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PC Task 3 allows you to run software designed for IBM PCs and compatibles on you Amiga ! It emulates a 80286 based PC, so you can run Windows 3.1 and applications like Microsoft Word and Excel. On an AGA Amiga you can even run SVGA screen modes !

RRP £79.95 - Emerald Price £59.95

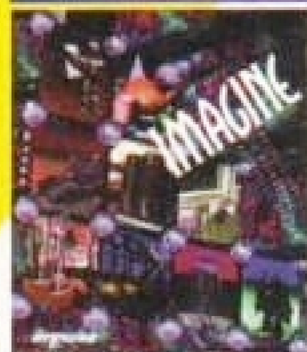


Upgrade from v2 £34.95 - please enclose your PC Task v2 disk
Upgrade from PD version £44.95 - please enclose your disk

SPECIAL OFFER

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Caligari Broadcast v3.1	£249.99
ASDG Pro Control	£50.95
Imagine 3.0	£99.95
Maxxon Magic (Screen saver)	£23.95
Morph Plus	£129.95
Essence vol 1 + Forge	£79.95
Essence vol 2 + Forge	£79.95
Naksha Hand Scanner (400 dpi mono hand scanner for A500 & A500+)	£69.95
Pixel 3D Pro II	£94.95
Pro Vector 3 New .... in soon - call for details (Pro quality structured drawing package)	
Real 3D Classic	£59.95
Real 3D v3 New	£299.95
Real 3D 2.4 to 3 upgrade	£166.95
X-CAD 2000 New Lower Price	£22.95
X-CAD 3000	£119.95

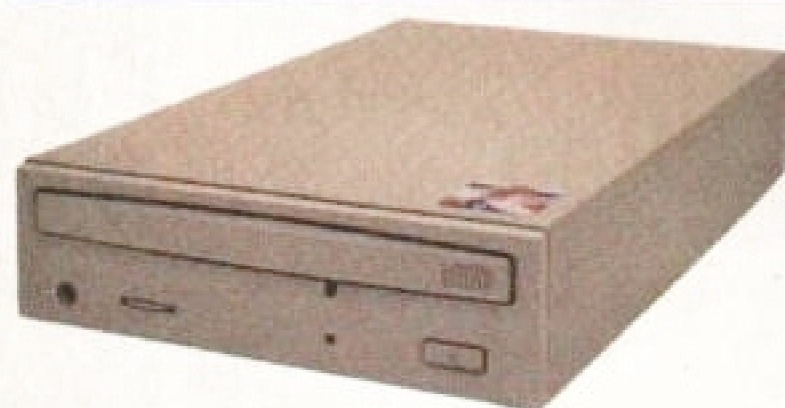
Hardware



The amazing Squirrel SCSI interface lets you add SCSI devices to your Amiga 600/1200, including CD Drives (includes CD32 emulation)
£59.95

Pro Grab 24RT v2.5 New Version (24 Bit Real-Time Colour Frame Grabbing)	£125.95
Pro Grab 24RT SHVS	£please call
Rendale 8802 Genlock	£159.95
Rendale 9402 SVHS	£279.95
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Vidi Amiga 12 AGA	£64.95
Vidi 24 RT	£149.95
Vidi 24 Pro RT (High Quality 24 Bit Real-Time Frame Grabber)	£209.95
Naksha Greyscale Hand Scanner for Amiga 500 and 500+	£
Tabby Graphics Tablet (A5 Graphics Tablet)	£57.95

CD Rom Drives



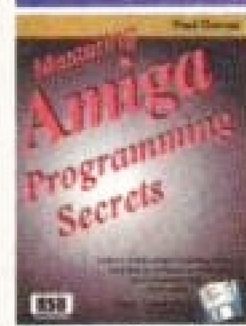
Quad Speed CD Rom Drive

Plugs directly into PCMCIA slot and provides SCSI interface for another 6 SCSI devices
Includes PSU, manual, Audio CD Utility, CD32 Emulation & Photo CD Software.

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OS 3.1 for A1200, A3000 & A4000 (Please specify which machine)	£93.95

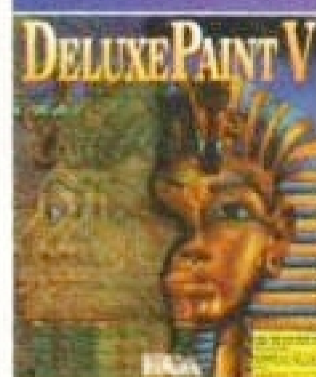
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DPaint 5

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£59.95

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GFX Sensation CD	£18.95
Lightworks by Tobias Richter CD	£38.95
Speccy Sensation CD (ZX Spectrum Emulator + over 500 games)	£13.95
Star Trek Multimedia CD	£25.95
Arcade Classics CD	£9.95
World of Clipart Double CD	£16.95

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Montage 24	£259.95
Scala HT100	£49.95
Scala MM211 New Lower Price	£94.95
Scala MM300 New Lower Price	219.95
Scala MM400	£249.95
Scala Echo EE100	£139.95
Package Deal - Save £39.95 ! Scala MM400+EE100	£349.95

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This Month In View

The man in the corner with the huge mail sack, Nick Veitch, is your host for yet another edition of the best Amiga magazine.

AMIGA FORMAT 75 SEPTEMBER 1995

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Future PUBLISHING

Things are happening again. This month we are pleased to announce that Amiga Technologies have set up offices in the UK; that the Amiga will soon be here; that it is no longer being produced in China, which upset some people; and that the A4000T will shortly be returning to America.

You should also glean some insight from the main feature into the current state of the games market on the Amiga and why it just won't lay down and die. While larger publishers mutter to themselves about global markets and, no doubt, leveraging their spend, some quite fantastic games are still appearing.

Secondarily, that alternative icon of Amigadom, John Kennedy, has produced a special report on the Amiga and its Web-browsing prowess. How come the world's best multimedia home computer is not being used to do what it was born for? On his travels, he comes across the perfect way to get *NetScape* running on the Amiga and information on a very hot, new piece of software that could well make *NetScape* obsolete.

This month, I am pleased to say there is a lot of doom and gloom in the games market. If you, like most people, have been eagerly awaiting '*Doom* on the Amiga', then wait no longer. *Gloom* has arrived, and we all thought it was tremendously excellent, not to mention deeply wonderful. To find out just how wonderful, I suggest you turn immediately to page 45. Of course, you may wish to put off a purchase until *Fears* and *Alien Breed 3D* are released, and, indeed, reviewed.

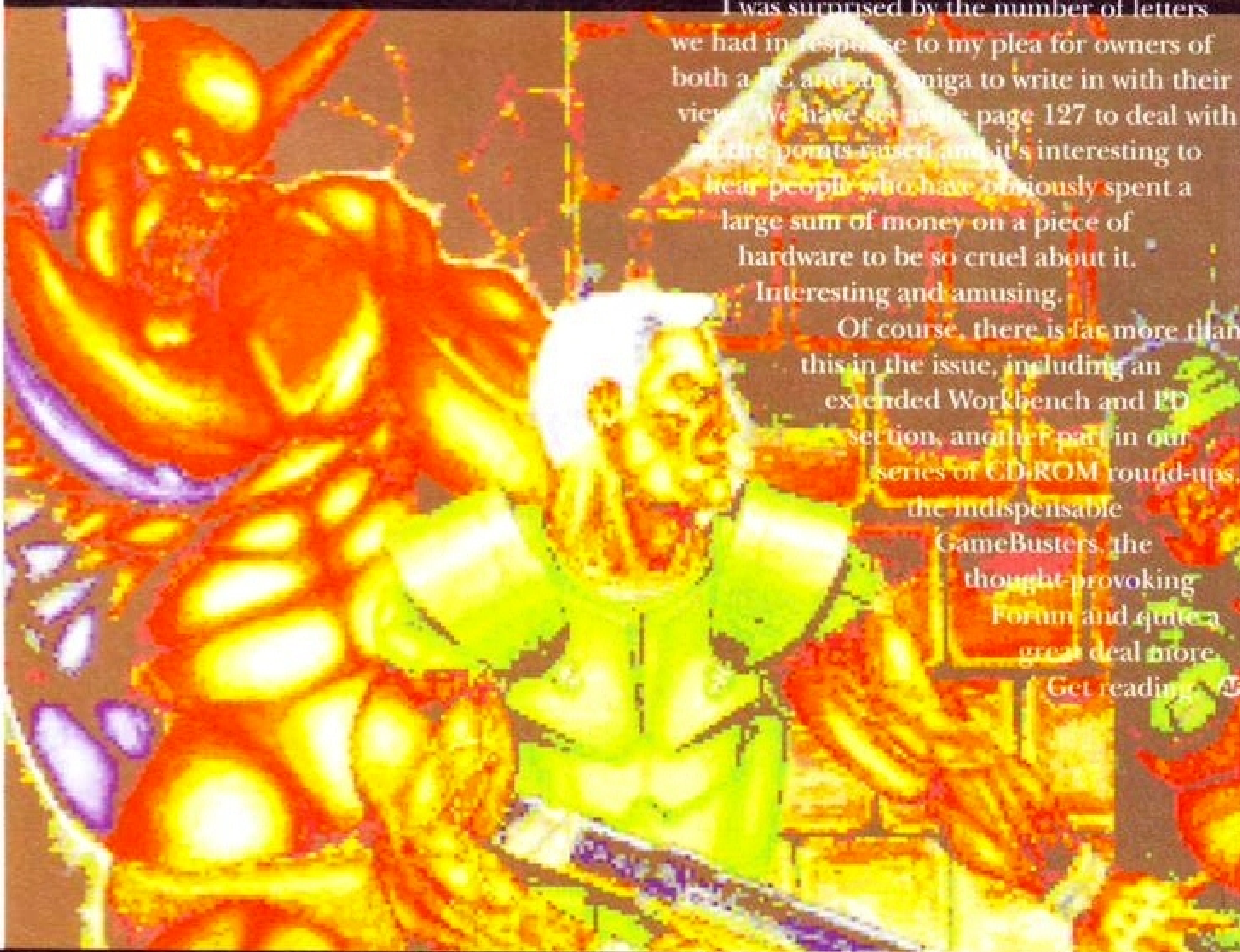
If violence appeals to you, there is also a chance to see *Super Streetfighter II* under scrutiny. Beat-'em-ups are terribly popular in the arcades and on consoles like the SNES, but have failed to have a real major impact on the Amiga-scene. It isn't that the Amiga isn't up to the challenge, as *Shadow Fighter* and even *Mortal Kombat* have proved. The original *Street Fighter* on the Amiga met with well-deserved criticism, because it was unbelievably poor, but it seems that *SSFII* is eminently playable, with certain reservations.

For those of you who are interested in static images, we have a rather picturesque flatbed scanner round-up on page 90. The Amiga is more than able to deal with scanning in high-resolution images, and these days you don't need to be Chairman of a privatised utility to afford some of the best quality flatbeds on the market.

As if all that were not enough, we also have a preview of the Iomega Zip drive, which is already causing a big stir on the other side of the Atlantic. It certainly seems to have a great future, but could it *really* replace the floppy drive? We have an exclusive Amiga preview on page 104.

I was surprised by the number of letters we had in response to my plea for owners of both a PC and an Amiga to write in with their views. We have set aside page 127 to deal with all the points raised and it's interesting to hear people who have obviously spent a large sum of money on a piece of hardware to be so cruel about it. Interesting and amusing.

Of course, there is far more than this in the issue, including an extended Workbench and PD section, another part in our series of CD-ROM round-ups, the indispensable GameBusters, the thought-provoking Forum and quite a great deal more. Get reading.



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AMIGA FORMAT news

Confusion Reigns (Yet Again)

On Friday, July 7 1995, Creative Equipment International released news that it would distribute the new line of premium Amiga 4000 Tower systems.

According to their proclamations, the first machines were due to ship with a specification of 540Mb hard disk, 6Mb RAM and a 25MHz 040 processor, with a price set at a rather hefty $3,500.

Amiga Technologies responded swiftly and angrily to firmly deny that any of the information was true.

"There have been no firm distribution contracts or agreements signed yet for Northern America. There has also been no decision taken yet concerning the pricing of the Amiga 4000T in the USA."

That the machine will even be close to a price of $3,500 (about £2,300) will no doubt be cause for concern among Amiga developers and potential customers alike.



Will the new A4000 Tower cost a hefty $3,500 (about £2,300)?

AMIGA

Here, then, is the new logo, which "elegantly counterpoints classical style with advanced technology in motion". Apparently... At the end of the day, it's just a logo, and it is better than many other efforts in the computer field.

However, we're sure you can do better. Send your designs on disk to "Logo Luddites" at the usual address.

New Landing

With new A1200s currently being manufactured and assembled in France, the main questions remaining to be answered are: How much?, and; What spec?

Pricing has still to be finalised. When queried on the publication in another Amiga magazine of a price point of £350 for Amiga-bundles, Jonathon Anderson stated: "Well, I don't know where they got £350 from, because I haven't discussed pricing with anybody. There's a meeting in Germany later this week (19th July) to finalise price points".

The only hard information *Format* could get from Jonathon regarding pricing was that the new Amiga 1200 wouldn't cost less than £300.

This is bound to disappoint an expectant market, considering the unchanged nature of the Amiga 1200's specification.

No change to the expansion capabilities have been implemented; no Fast RAM is to be added and the same



The new A1200 will not cost less than £300, and the actual price should have been finalised by the time you read this.

Put Up Or Shut Up

While in discussion with Amiga Technologies UK, *Format* expressed disappointment that there wasn't any rudimentary change to the specification of the A1200.

We asked Jonathon Anderson what he would say to anyone who felt that the new A1200 wasn't good enough, with systems such as the Sega Saturn and Sony PlayStation appearing on shelves throughout the country.

"The Amiga, and this is a fact, has the cheapest software of any other platform be it 16- or 32-bit. You go out and buy a Sega Saturn game; how much is that going to cost you? £49. You'd almost get two of our titles for one of theirs."

And then, to reinforce his point, he added, "Our market is a different place. I'm not competing with Sega, Sony, or Nintendo. If parents want to buy machines without any educational content that's entirely their decision. If they want to have something with a keyboard and be productive as well as playing games, then the Amiga is the machine."

***Amiga Format* condones this statement. We sincerely hope Jonathon can convince the industry that similarly specced machines to those being produced before Commodore went into liquidation are a viable competitive alternative to games consoles and PCs.**

The Industry

Dale Bradford was not sure about the bundles-only strategy for the new Amigas.





Mark Sibly feels that lower-specced Amigas inhibits the true power of the AGA-chipset.

We phoned around key industry figures to gauge their reaction to the news that the Amiga wouldn't be sold as a standalone machine; wouldn't have an upgraded specification; and wouldn't cost less than £300.

Dale Bradford, General Secretary of NASCR (National Association Of Specialist Computer Retailers) reckoned that a bundles-only strategy might not be the stimulus needed for sales: "The trade would welcome a standalone price of £199 or £249 maximum".

"At £300 minimum, well, the market's moved on. There's still a lot of

- New 1200s are being manufactured, but the big question is: How much will they cost? . . . p10-11
- The D-VHS cassette stores 44.7Gb of data p12-13
- BBC in talks with Amiga Centre Scotland p14-15

A1200s Soon?

Motorola 68020 processor, which has been around for almost a decade, will still power the machine.

Jonathon defended the decision to go with the original spec on the grounds that they need the Amiga in the shops *now*. Regarding the £300 minimum price, for what many will consider old and under-powered technology, he countered, "you have to see the story from both sides".

"Firstly we've had to put the production-line in. The buy-out didn't take place until April. At this late stage, to get to the front of the [manufacturing and production] queue, you have to pay a premium – no one's going to put you to the front, unless you're prepared to pay for it."

In effect, Amiga Technologies are paying over the odds to hasten the appearance of new machines into the shops. To help nullify the inevitable passing on of costs to the consumer, Pan European bundles with top-quality premium software are planned. No standalone machines will be sold.

No official decision on pack-contents has yet been reached. *Scala MM300* will not be bundled with the A1200 as originally stated at the Frankfurt press-conference on the 30th May this year (*AF74* p.10).

A significant number of A1200s planned for retail in the UK will also have 175Mb IDE hard drives installed. Again, no pricing-information was available at the time of going to press.

Tune into next month's issue for solid, and hopefully encouraging, news on the increasingly confusing topic of bundle pricing.

To Escom Shops Or Not To Escom Shops? That is the question.



Will we see Amigas in the Escom shops? Jonathon Anderson of Amiga Technologies UK was "in the dark" about who is to distribute Amigas in the UK, but it seems likely to be SDL.

Will Amigas be sold through Escom shops or won't they?

Again, a question that will be officially answered after Format has gone to press.

On this issue, Jonathon Anderson seemed to be as in the dark as anyone. "At one stage," he said, "the decision had been made to use select shops for stocking Amigas, and then that was changed. So I'm really in the dark about that one".

No distributor is set to be announced until *Format's* gone to press, but it looks increasingly likely to be SDL.

Jonathon's past includes a stint at SDL as a bundling and promotional man and it seems a natural choice due to the past record of SDL in the handling of new Amiga-bundles.

Speaks

people gagging for the machine willing to pay that price, but it will be compared with the Saturn and the PlayStation. I know they're a different market, but the prices are too similar for the comparison not to be made." Dale's verdict: "Could have done better".

Mark Sibly, chief programmer of Amiga games such as *Super Skidmarks, Guardian*, and *Gloom*, pulled no punches: "I'm getting sick of seeing so much cool stuff on machines like the PC and then having to design games around the Amiga's limitations".

"If the new Amiga had some Fast RAM and a chunky pixel mode, it would not only equal the VGA chipset but would still have all the goodies of AGA. Even if there was a wonder-Amiga waiting in the wings, releasing the same old AGA-machines beforehand means that no one will develop for the wonder-Amiga because the A1200 has become the 'standard'".

Most positive of the developers we contacted was Jolyon Ralph at Almathera. "The spec is a little disappointing, but it's something that's been forced upon them. It's inevitable given the time since the launch that they've had to go with the original spec."

Regarding the pricing and the announcement of no standalone machines, Jolyon verged on the upbeat, "In order to sell the machine at any price the software must be good. If it's good, the machine should sell."

"Amiga Technologies UK are doing as well as they can to get stuff into the shops. I now feel very positive. Something's finally getting done. Put it all down to Jonathon Anderson."

New UK-Base for Amiga Technologies GmBH

Six ex-members of Commodore have been recruited in a bid to provide expert sales and technical assistance to distributors, wholesalers and retailers in the United Kingdom.

Headed by Jonathon Anderson, ex-Silica Bundle Promoter and ex-Product Marketing Executive of Commodore UK, Jonathon sees his new role as the messenger of good news and cheer.



Jonathon Anderson is the "messenger of good news and cheer".

The Smith Column



Good God, one minute there's no Amiga to speak of; doom and gloom are being spread in equal proportions to the mindless glee of PC- and Mac-users, and the loss of one more independent computer company seems as inevitable as the Terry Venables back-lash. And the next you know, we've got a brand new logo and pictures of spanking new Amigas littering the Internet and the BBSs. The ebb and flow of modern business practice is enough to upset the equilibrium of even the most level-headed of us.

Okay, the logo is here. It's black with a red bit and maybe it's a little 1980s in feel (not that the PowerPC logo offers any perspective on the 90s, it must be said). And that's about it really. The more interesting point at the moment is the price for the A4000T. Right now there's a debate raging on the Internet regarding the $3,500 retail price for a basic A4000T/040/25MHz. The consensus appears to be that this price is out of order. Ed Goff has had petitions calling for his resignation and the public image of Escom appears to have taken a dig. Nothing changes really.

Cast your minds back to the arguments that raged regarding the "death" of the Amiga. One of these, I seem to recall, was that had the Amiga not been flogged as a low-priced games machine following the less-than-effulgent welcome to the business-entertainment oriented A1000 – then the death of CBM might not have happened.

"Why, oh why," whinged those people who will always whinge, even after winning a £20 million lottery prize...

"Why, oh why," whinged those people who will always whinge, even after winning a £20 million lottery prize,"didn't they price it up so the market could find it aspirational? Why, oh why, didn't CBM ensure a decent price-tag to lift the machine out of the toy market and into some serious computing to compete with Apple and Big Blue... I remember when all this was fields... you didn't want to do it like that, now did you?" And so on, and so on.

Remember that? Well it appears that now those same people are whinging: "Why is it so expensive? We gave it all that support. It's too expensive; it'll kill the market... bwaaaaah! I'll have to make do with my A1200 now and they should have given me an A4000T for hanging around!" Well people, life doesn't work like that. Escom is going to have to pull the serious graphics-users back into the fold by appealing to systems managers and corporate buyers. This, now concentrate, will help to raise the profile in the market, ensure future development and maintain the low-end Amiga-users with future-proofed machines. Neat, eh? The market is no playground for an oldster trying to compete. So let's wait a while, appreciate the new life (and that darling logo) and have some faith. Hrumph.

Contact Tim Smith on gashead@cix.compulink.co.uk **and** timbo@gashead.demon.co.uk

The opinions expressed in this column are not always those of *Amiga Format*.

Digital Data? Old D-VHS?



If the PCMCIA standard is chosen as the method of interfacing D-VHS with computers, the Squirrel could soon find another use.

A new digital version of VHS has been developed for the consumer market by JVC. Intended to capitalise on the burgeoning digital broadcast and "computainment" markets, the new format is being hailed as a "catch-all digital recording medium".

While not capable of recording picture and sound data as such, it can store broadcast, digital data, including audio, compression and encryption – the format offers many advantages over existing domestic video equipment.

Namely, replay of signals is without loss. That is, no corruption, degradation or other interference mar perfect picture and sound-quality. Because it records the data stream, and digital broadcasting signals are multi-plexed, simultaneous multiple recording of programmes becomes possible.

MAGIC PROMOTIONAL OFFER



Take advantage of the too-good-to-be-true, cut-price offers on Hi-Soft's *Maxon Magic*, Megalosound and the Aura.



Incorporating 16-bit sampling and 12-bit replay, the Aura is more than capable of integrating into a desktop video set-up.

Three cut-price offers on Hi-Soft hardware and software courtesy of Hi-Soft and *Amiga Format*.

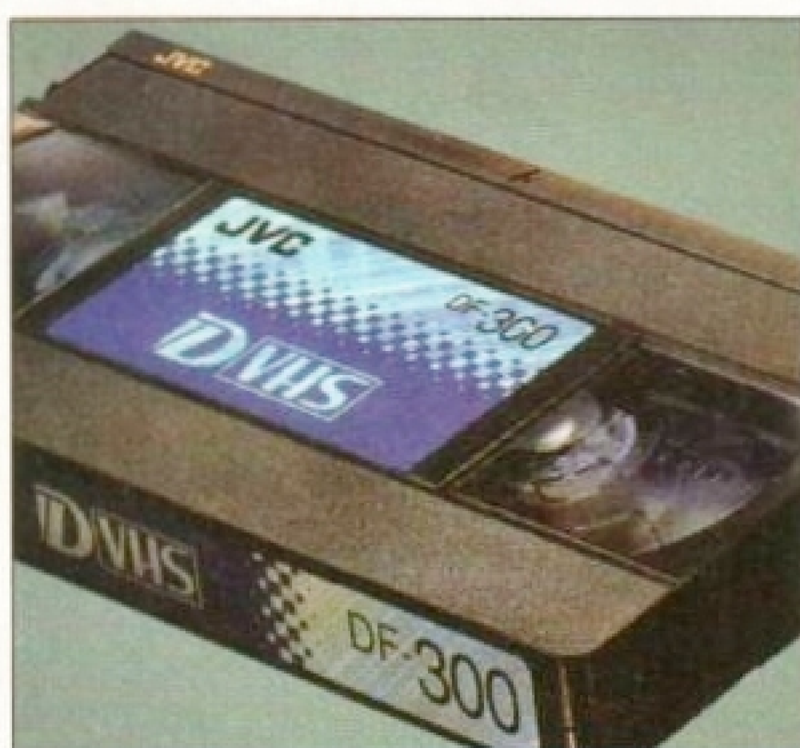
In conjunction with this month's fabulous Coverdisk, *Maxon Magic* and *More Maxon Magic* combine to form a collection of screen-savers, sound samples, animations and pictures, that no discerning Amiga owner should be without. Valued at £44.90, the promotional price is £19.95.

The second Coverdisk-inspired offer is the Megalosound, an 8-bit direct-to-disk sound sampler that works on any Amig, and which you can use to create your own sounds for use with *Maxon Magic* (or *OctaMED*, *Bars and Pipes*, or *any* other music software). Original price £34.95; promotional price £24.95.

Last, but not least, is the Aura, the 16-bit equivalent of Megalosound which also works in stereo, offers *OctaMED 6* support and is compatible with the A600 and A1200 (it uses the PCMCIA slot). The 16-bit samples are CD-quality. Original price £99.95; promotional price £75. Postage and packing will set you back £3 per individual unit, or £4 for any two or more. Next-day delivery costs £6.

Write to HiSoft Systems, The Old School, Greenfield, Bedford MK45 5DE or phone 01525 718181.

Or Just Plain


It's claimed that the D-VHS cassette can store an incredible 44.7Gb of data.

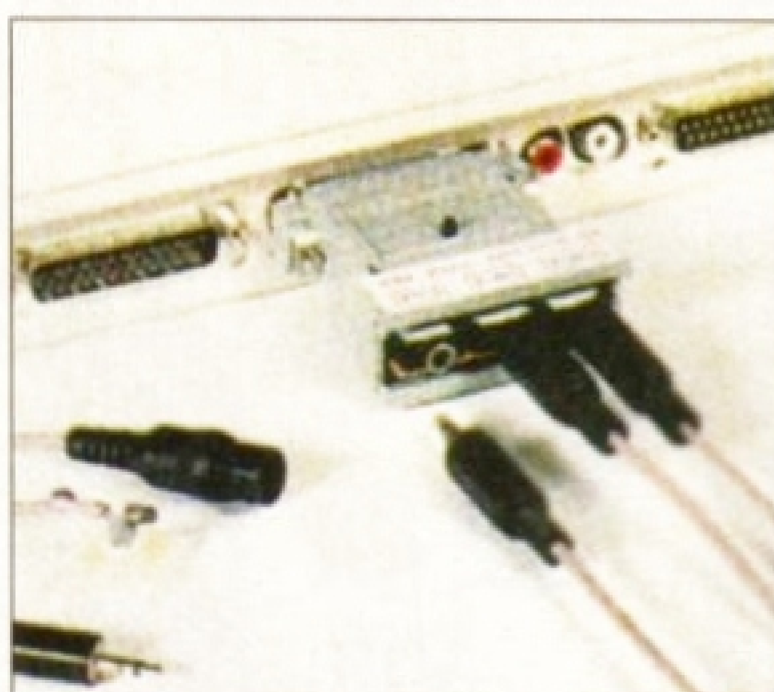
Primarily targeted to parallel developments in the digital broadcasting sphere in America, the format may also steal the show in Europe; Sky Television looks likely to adopt a European digital standard, using MPEG2 compression and Musicam multi-channel sound.

D-VHS decks are expected to retail at no more than £250 above the price of a normal analogue VHS deck. The low cost rests on the uncompressed nature of the recorded digital data and the inability of the format to convert recorded signals. The signal must be routed through to a satellite or digital TV receiver. At this early stage, it's not yet known whether the "imbedded technology" set-top box, built by VisCom, figures in JVC's plans, but it can't be ruled out completely.

Just as important is the role of D-VHS as a digital storage medium. In standard play mode, a D-VHS cassette can store an incredible 44.7Gb of data. DAT streamers maximum capacity of 1.3Gb looks paltry by comparison.

The system's future depends on discussions with computer manufacturers and investigations into multimedia applications. Methods of Interfacing decks to computers are still being mulled over, although a PCMCIA Interface seems likely, as does downloadable software from television programmes. Watch this space!

KRP lets it roll


The Edit Plug plugs into the Amiga's parallel port and allows control of three machines.

A new range of video-related hardware and software for the Amiga has been launched by video company KRP Video Services.

The first of the releases is a three-machine edit-Controller, called the Edit Plug. Priced at £125, the device plugs into the Amiga's parallel port and allows control of up to three machines; two source decks and one record deck. The decks can be controlled using 5-pin, LANC, or learned infra-red terminals. Compatibility with Sony's Rewritable Consumer Time Code (RCTC) and A/B roll-editing with a three-machine set-up are other features.

Pitched to take on and beat Gold Disk's PC-based Video Director, the unit could push potential video-editors in the direction of the Amiga market.

Also included in the new KRP range is an optional jog shuttle, which plugs into the joystick port, allowing video-editors to experience the convenience of fast and accurate shuttling of video decks when searching for specific in and out points.

Older decks and budget decks lacking an edit terminal can be modified by a KRP serviceman for what the company claims is a moderate fee.

Expect a full review next issue.

KRP is on 0141 762 2510.

TECHNOPLUS JOYPAD COMPETITION

We've got 10 TecnoPlus Amiga Control Pads to give away in a competition held in conjunction with Leisuresoft.

Simply answer the following *Sensible*-related question. "Which is the oldest professional football club in Scotland?"

Send to: "TechnoPlus Competion" at the usual *Format* address. The first 10 correct answers out of the hat will be sent their prize as soon as humanly possible.


Answer a simple question and win this joypad.

Software Fifth Columnist



The Microsoft background 'sniffer' program has outraged many Internet-users.

PC owners who decided to take up the offer of free demonstration time on Microsoft's soon-to-be-released Windows 95 Internet service may have taken on more than they bargained for.

Included in the software was a background 'sniffer' program – The Registration Wizard – which checks out the contents of the user's hard drive and then reports back to Microsoft Central.

Primarily of use to seek out rival companies programs so that the hapless user can then be bombarded with junk mail on similar products, the subsequent outrage on the Internet has still to abate.

Rest assured, if anything like this ever happens with the Amiga, we will pursue the perpetrators to the end of the virtual earth.

Bill Gates was not available for comments. Well, there's a surprise...

niblets

SYMPOSIUM 95 PARTY

A joint Amiga and PC party will be held at Warwick University's Gibbet Hill Refectory on 21st October from 9am to 12pm.

Hailed as a Kickstart for the demo-scene in the UK, the organiser, Rob Hill, hopes to use the admission fee to cover the costs of hiring the Refectory and intends ploughing the excess into competition prizes.

Admission is a rather hefty £12 on the door, £10 in advance, and £5 if you're female.

More information can be gathered by E-mailing Silk@dcs.warwick.ac.uk Alternatively, phone 01462 491553.

The Bradford Column



Gaining maturity. Establishing a position in the local community and society at large. Moving up the career-ladder. Acquiring status, knowledge and wisdom. Learning from your mistakes. Oh, really?

There may be some compensations to becoming increasingly youthfully challenged, but I've yet to see them. Quite the contrary, in fact; things which brought you pleasure in your youth disappear (Oxo crisps spring to mind); you've never heard of the 'artists' on the latest NOW album (and you can't understand the words); then there's all the repeats on TV you saw decades earlier; and today's computer games are never quite as good as those you devoted whole chunks of your life to in the past.

Take football management sims; obviously nothing can replicate the thrill of your first time, but as you try more and more of them (and there are oodles) you tend to stick with one in particular. Stat-heads will probably have latched on to the *Championship Manager/Premier Manager* series, for instance.

Good as they were, however, nothing they had to offer could tempt me from the sublime delights of *Player Manager*. It wasn't perfect of course: there were no European competitions, League Cup, ground improvements, sponsorship, or indeed hardly any of the 'features' that now

There may be some compensations to becoming increasingly youthfully challenged, but I've yet to see them.

seem to be so essential. And, get this, young people, the not even correctly named teams (Manchester? Bristol?) with made-up players competed in divisions of 12, in colours that were either red or blue. Worthy only of scorn by today's standards?

No. What *Player Manager* delivered was the best ever match highlights. The six-minute epics were almost as good as watching the real thing (better, if you supported Arsenal) and were accompanied by an on-screen text commentary. When one of your team had the ball, you knew who it was, and you could see how well he played throughout the game.

Just a simple addition, but it really did make a difference. Nothing I've seen since, on any machine, has bettered it. No, not even *SWOS* or *Player Manager 2*, which is a damn shame (I can't remember which player corresponds to each number at my age).

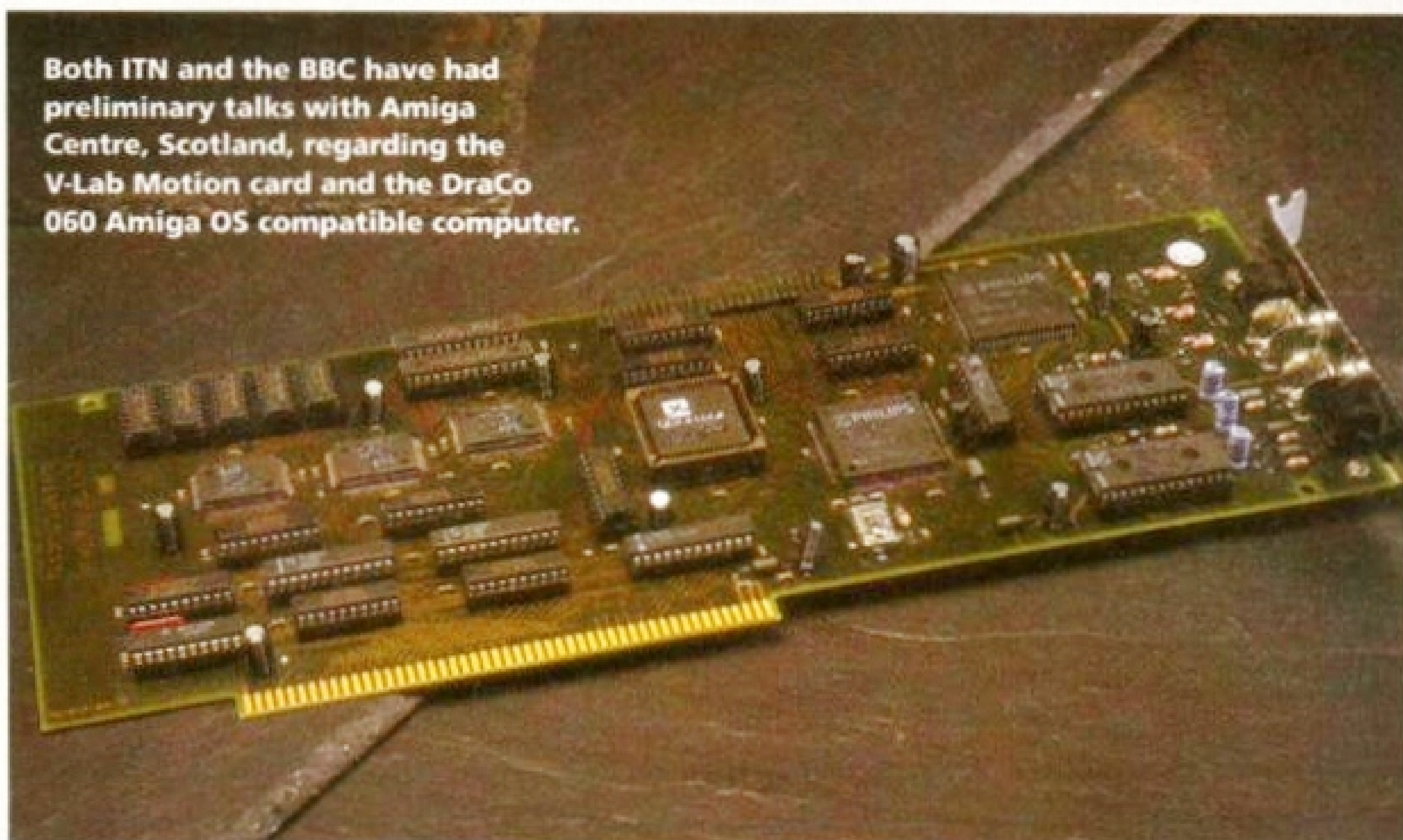
Hey, instead of just moaning about it, why don't I take a swig from the positive-thinking bottle, get off my bum and start writing the truly definitive footie-boss sim myself?

Let's see now, all the usual stuff, plus FIFA-style match highlights, together with on-screen text, displaying the player in possession's name, and maybe even a sampled speech commentary for the CD-version. That shouldn't take too long. Now, where did I put my AMOS Coverdisk?

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in The Bradford Column are only occasionally those of *Amiga Format*.

This is the Digitally Edited



Both ITN and the BBC have had preliminary talks with Amiga Centre, Scotland, regarding the V-Lab Motion card and the DraCo 060 Amiga OS compatible computer.

The BBC have recently published a document, inviting bids from computer and television companies to win a contract worth £30 million for a complete overhaul of its newsroom broadcasting systems.

A vast computer-based network is envisioned, which will allow access to huge archives of on-line text, radio and television by over 9,000 journalists. Furthermore, any journalist with access to the network will be able to assemble and edit picture footage from their desktop computer.

Users of Amiga Centre's VLab Motion will be more than familiar with the techniques and technology involved.

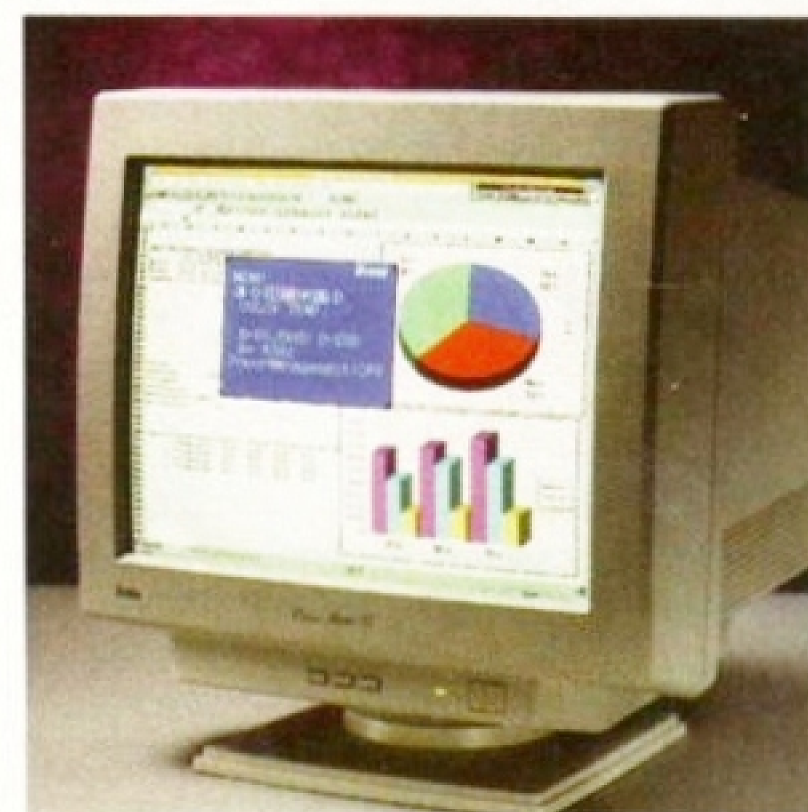
Green Multi-Sync Monitor Range

A new family of multi-sync monitors released by Iiyama are making an appearance at a dealer near you.

Hailed as the most environmentally-friendly monitors on the planet. The monitors also boast easy-to-use on-screen displays, new tube-technology, capable of faster-than-normal refresh rates, and higher resolution displays.

Four models comprise the new line: two 17 inch and two 21 inch. Expected prices start at £575 for the 17 inch model MF-8617E and terminate at £1,399 for the 21 inch model MF-9021E.

Anyone interested can switch on at 01438 745482.



The 'greenest' monitors on the planet?

VIROCOP COMPETITION



Win your own stunning little *Virocop* number.

Graftgold's latest polished gem of a shoot-'em-up, *Virocop*, has spawned a very smart black jacket with a subtle '*Virocop*' logo. If you look to the side, you can see an example in all its glory, modelled by *AF's* Art Assistant Linda 'Linford' Benson. Here's Jeff from *The Clothes Show* to give you a quick rundown. "A stunning little number. Its cunning blend of 70 per cent wool, and double-barrelled 15 per cent cotton and mixed fibres ensure both quality and durability. The lining is a joy and the black buttons stylishly simple. Very much in the style of the American baseball jacket, you can sport it both at work and play. It's fabulous."

We've got four jackets to give away. To win one, name one other Graftgold game that Renegade have published and send it to: Me Denim's Getting On, Honest, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

Ten O'Clock News



Disastrous news, such as this, can be edited seconds before going on air.

Footage is digitised and stored on the BBC newsroom servers after filming. Journalists can view the footage using QuickTime Video – an almost universally-used standard for video transfer on the Internet – select footage needed and discard the rest.

Due to the cut-and-paste, word processor-like, manipulative quality of digital video and its unerring, undegradable nature, news footage can be edited seconds before going on air.

Theoretically, this means that a VLab-equipped Amiga-owner could send edited Quicktime Video footage via modem from just about anywhere in the world and have it broadcast the instant it was received by the BBC.

So, despite inevitable redundancies in various departments, dotted throughout the Broadcasting House, due to this digital technology, freelance opportunities will open up to all with the requisite computing, shooting and editing skills.

Independent news broadcasters are currently looking at similar systems. Both ITN and the BBC have had talks with Amiga Centre regarding the V-Lab Motion card and the DraCo 060 Amiga OS-compatible computer. The BBC already make use of the Harlequin cards.

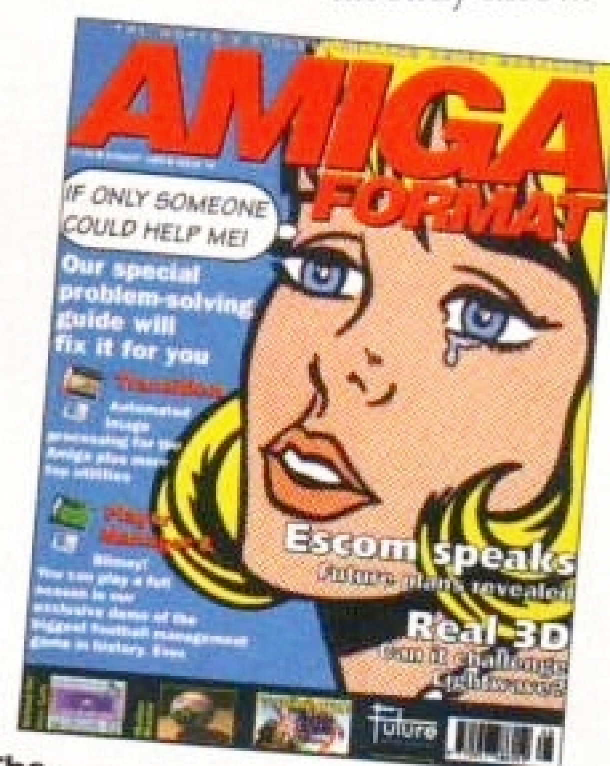
The outcome of the initial negotiations is still to be settled but, rest assured, *AF* will be the first to report on the outcome.

Amiga Format. The Clear Exception. Official.

Amiga Format is the seventh most popular published title in Britain amongst teenage boys, aged 15-19.

Competing against national newspapers and mainstream consumer titles, *The Sun* beat everything to first place, with *Viz* finishing a close second. Importantly, though, *Amiga Format* came ahead of national daily, *The Daily Express* and weekly football magazine, *Shoot*. It just missed beating national TV-listings magazine *Radio Times* into sixth place by less than half a percent.

According to an advertising feature in *Media Week*, a trade magazine dedicated to marketing and advertising in print media, "...readership of computer games titles *does* drop post-15, rendering these titles less appropriate. The clear exception is *Amiga Format*, which is a favourite with teenage boys". Tell us something we didn't already know.



The tearful joy of a "clear favourite".

Opus Beater

A new file-management system from Hi-Soft is set to challenge the reign of *DOpus*.

DiskMagic's features are pitched firmly at the same turf already inhabited by *Directory Opus*. That is, configurability, archive support, and viewing and playing of anim, picture, and text files.

Whether or not the program is capable of ousting *DOpus* from its much vaunted and entrenched position remains to be seen.

Expect a review coming to you soon from the makers of *AF*.

Squirrels do it with Zip!





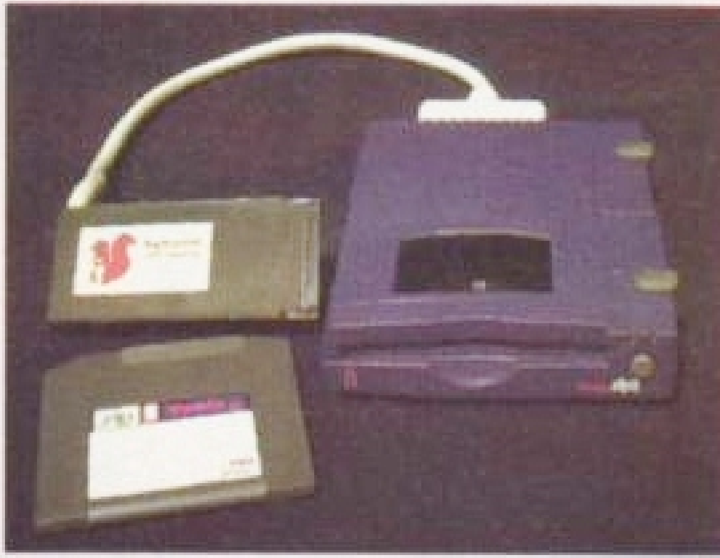






£179

Price inc 1 cartridge, extra 100Mb cartridges £15.95 or less!



A brand-new SCSI peripheral, the Zip™ may well revolutionise the storage industry.

This newest, most portable exchangeable hard disk drive weighs in at just 1lb, has fast transfer and access times (up to 1Mb/s transfer, 28ms seek), easily fits in your hand, your bag or your briefcase, stores up to 100Mb on floppy-sized disks, is perfect for all types of application and is priced at a level that will make you want to unzip your wallet immediately!

These drives and associated cartridges (25Mb & 100Mb) will be available in late August '95 directly from HiSoft with especially-written driver and support software included. Trust HiSoft to bring you the latest innovations at the best possible prices!



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Zip drives from HiSoft come with everything you need to get going on a SCSI-aware Amiga: the Zip 100 drive, a 100Mb cartridge, all necessary leads and a complete set of software, programmed by HiSoft, including:

- *Easy access drivers*
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HiSoft has done it again with a brilliant multimedia pack of Squirrel SCSI interface, Aiwa ACD-300 CD-ROM and the Almathera 10-on-10 pack of CDs!

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Aiwa CD-ROM available separately @ £175

- *The Almathera 10-on-10 pack of CDs; this is 10 CDs including the Team Yankee game, 2000 clip-art images, the Illustrated Works of Shakespeare, a Comms, Internet & Networking CD, The World Vista Atlas, 1000s of fonts, a complete photo library and much, much more!*

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Based on only the highest quality mechanisms from top suppliers, with full manufacturer's warranty, our hard drives are fully tested for all Amiga computers and come with our own additional warranty and technical support.

IDE drives are perfect for auto-booting your A600/A1200 and come with connection lead, fixing bolts & complete fitting instructions. Fitting is very straightforward but may invalidate your Amiga's warranty - check with us.



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40Mb int.	£59.95	64Mb int.	£79.95

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There's More!



Here is a list of HiSoft titles for the Amiga computers (prices shown are the individual RRPs): Squirrel SCSI interface - £69.95, Squirrel Storage Systems - please call, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, VistaLite inc MakePath/TerraForm - £39.95 and much more. Coming very soon: DiskMagic (disk tools) and Cinema4D.

The New Torchbearers



With the large software houses leaving the Amiga for the imagined 'greener pastures' of next-generation consoles, where is top-quality Amiga software going to come from? In this feature, we revisit the independent software scene and look to the future of software...

Starts overleaf ➡

How long can the Amiga survive as a viable, commercial games-computer? It's certainly a question that Amiga-owners must be asking themselves at the moment, for despite the occasional quality release, the dearth in volume of new products on the shelves is slightly worrying.

The PC and next-generation consoles (Sega Saturn, Sony PlayStation etc) are taking a stranglehold on the budgets of developers, attracted by their global market compared to the Amiga's more limiting mainstays of Britain and Germany.

The softcos simply aren't prepared to put money into development for a machine which hasn't been in the shops for a year, and the dragging situation at Commodore has served to convince many that their reticence is well placed.

But despite this gloomy overview, Amiga games are still outselling their PC-counterparts. And it's just possible that the next-generation consoles aren't going to be as massive as some commentators have forecast. The £300 and above price point is three times the cost of a Mega Drive or SNES. Who's going to buy the new machines?

The £300 and above price point is three times the cost of a SNES. Who's going to buy the new machines?

Certainly, the players are likely to be older than the average SNES-owner, and Sega, Sony et al, are going to have to attract the wealthy, twenty-somethings to their new machines if they're going to sell significant units.



SEEK AND DESTROY: This fine helicopter shoot-'em-up rated a creditable 80 per cent back in 1993.

Some of the software-houses are, inevitably, going to get their fingers burned simply because the pot isn't expanding rapidly enough to serve them all. Desperate to join this perceived gravy-train, they've spent thousands on their next-generation development packages, but once the 3D-rendered intros have flown by, the likelihood is that many of the games will be distinctly average.

The return of the lost boys

Be in no doubt that some publishers who've departed the Amiga-scene for greener pastures, vowing never to return, will lope back to the market they know.

Glance back at the games charts a couple of years ago and the names of the publishers will be familiar. EA, US Gold, MicroProse, Gremlin, Psygnosis, all the major players, had games in the upper reaches, yet despite the drift that many have made away from the Amiga, a peak at the charts today will reveal much the same.

There are MicroProse at number one with *Colonization*, and Virgin and Renegade both feature. Only now, the majority have released their final Amiga title, at least until Escom get Amigas back in the shops.



FOOTBALL GLORY: Black Legend's *Sensi Soccer* wannabee almost made it. Nearly.



ROADKILL: One of the best one-player driving games we've seen for the Amiga yet.

Despite the fact that the essential hardware hasn't seen a shelf in a year, the games-market has held up remarkably well; certainly better than many had predicted and some were laying the wreaths last Christmas.

One of the reasons for the steady flow of software – and, let's face it, people haven't wanted to stop buying good games – is because the smaller

GUILDHALL LEISURE SERVICES

A sales and marketing agency, based in Doncaster, Guildhall, have been around for over a decade, but only in the last couple of years have they played a significant role in the Amiga games market, with a client-base including Acid, Black Magic, Vision, Manyk and Pixel Blue. Renowned supporters of the Amiga as a platform, they've consistently released their titles on CD32 and will continue to do so in the foreseeable future.

The next couple of games to come from Guildhall are Manyk's impressive-looking *Doom*-clone *Fears* and *Andre Agassi's Centre Court Tennis*.

Acid, Vision and Black Magic are Kiwi brothers in arms. Between them, in the past couple of years, they've written some of the very best Amiga games and a glance at their track-record shows remarkable consistency – the lowest scoring game, *Roadkill*, was awarded a very creditable 80 per cent.

THEIR RECORD READS THUS...

Woody's World (AF47 84%), Overkill (AF51 84%), Seek and Destroy (AF54 85%), Skidmarks (AF55 90%), Guardian (AF69 89%) Super Skidmarks (AF71 92%), Roadkill (AF74 80%), Gloom (AF75 91%)

And of course, there are more releases scheduled soon.



WOODY'S WORLD: Released over two years ago, this fine platformer started the ball rolling.



SKIDMARKS: Acid Software's first big hit spawned an even better sequel in *Super Skidmarks*.



GLOOM: Aaaargggh hh. The first *Doom*-clone from Black Magic is a corridor-wandering blastfest.



GUARDIAN: *Defender* for the '90s and perhaps the best game on the CD[32].

outfits have weighed in and taken a greater marketshare.

Certainly, in six months time, it's unlikely that you'll see the names of Gremlin, Psygnosis and MicroProse in the charts. More likely is that the names Acid, Black Magic, Binary Asylum, Black Legend and Manyk will be seen in the upper reaches of the full-price top 20.

A breath of life

And companies such as sales and marketing agency, Guildhall Leisure Services, have discovered that the Amiga market has much more than a breath of life in it. They currently seem to have a monopoly on the excellent games coming from Down Under with Acid, Vision and Black Magic on their client-list.

Super Skidmarks, Guardian, Roadkill and *Gloom*, as well as the forthcoming *Fears* and *Andre Agassi's Centre Court Tennis* are all quality releases, and far better than most titles coming from the more well-established acts. Guildhall's

"We have always believed in the Amiga marketplace. It is a computer, not a console."

Managing Director, Giles Hunter, explains how the marriage came about.

"We started our relationship with Acid/Vision two years ago, working with their originally-appointed European Sales Manager, Benoit Varasse. Initially, we were responsible for design, print, duplication and assembly of *Skidmarks*. Over the time this developed into sales and marketing and all administration, including registration cards. Vision followed via Acid and, more recently, Black Magic Software.

Basically, we do what we consider a good job on behalf of our clients and the fact that Acid have recommended Vision and Black Magic to us, we believe, justify the efforts we put into the labels. We also manage the Blitz User database (2,000 members) and the Acid database (10,000)."

Hunter remains optimistic about the future of the Amiga, but realises that it's their clients who call the shots. "If our labels aren't successful, then nor are we. We could do very little if the products weren't good enough, but these guys consistently create top-quality games. As a business we remain flexible and, therefore, do what our clients want us to do. Currently, and for the foreseeable future, the Amiga figures highly."

"We have always believed in the Amiga marketplace. It is a computer, not a console. It has a huge array of available software at affordable prices and an army of enthusiasts who all fancy their chances of creating the next number one. And if your readers reckon they've written the next number one, they can talk to us and we'll discuss its potential with Acid."



BEHIND THE IRON GATE: A combination of *Doom* and *Wolfenstein*, this is another of Kompart's games to hail from Eastern Europe.



ZEEWOLF: Binary Asylum would like to stay with the Amiga but they've no definite plans after *Zeewolf 2*.

BINARY ASYLUM

Ex-*AF* Editor Bob Wade set up Binary Asylum some three years ago, along with other ex-*AF* writers Andy Smith and Andy Wilton. In that time, they've only produced one game, but a successful one at that, the fine helicopter shoot-'em-up *Zeewolf* (*AF66* 90%). But, why should we even recognise their existence? After all, they're hardly the most prolific team around.

The answer lies in their attitude towards both the machine and the gameplayers. Programmer Andy Wilton spent ages perfecting the 3D routines for the game and it was this attention to detail, together with a desire to create a "thinking man's shoot-'em-up" which made *Zeewolf* an important and successful release.

Only the demise of Commodore has left the folks behind Binary Asylum uncertain as to their future Amiga-development, though they are committed to a November-release of *Zeewolf 2: Wild Justice*. It's precisely these types of small, dedicated publishers that Amiga Technologies need to court, cajole and, if possible, help fund future games projects.



ZEEWOLF: It might look an odd game in these days of rendered 3D graphics, but it's immensely enthralling.

Small is beautiful

It's clear that the smaller publishers are vital to the Amiga's survival, but they're not going to support a machine that offers them little chance of, at least, breaking even. Binary Asylum, a softco formed by three ex-*AF* staffers, released their first title, *Zeewolf*, last Christmas to critical acclaim and sold sufficient units to justify a sequel.

Publishing Manager, Bob Wade, is understandably cautious of the market, though. "Everyone at Binary Asylum would like to continue doing games for the Amiga after *Zeewolf 2: Wild Justice*, but, obviously, this is entirely dependent on sales of new Amigas. It's a lovely machine to work with and improvements to the specifications would mean we could get more impressive visuals out of it."

But Wade and co aren't about to commit themselves until the picture at Escom is a might clearer. "To my mind, one of three things can happen. If the relaunch fails completely, then it will be commercially impossible to create more games for the Amiga.

Continued overleaf ➡

THE MANYK PERSPECTIVE

Manyk is a small publishing company set up by Keith Wadhams, a man convinced of the potential in the Amiga market and the abundance of coding-talent spread throughout Europe. Their first game is the smooth-looking *Doom*-clone *Fears*.

Wadhams hopes to make it easier for writers to get games published without huge financial backing, and without getting ripped off. "I see myself primarily as the man in the middle. I can help games-talent along and enable them to make good money without having massive overheads. It's a 50-50 partnership. You don't need a number one hit to make money.

I'm quite happy to stay in the Amiga market, simply because it's so strong in the UK. I'd rather be a big fish in a small pond, than a small fish in a big pond, getting eaten by the sharks. Everyone's going on about the strength of the PC, but look at the computer charts and the top four are Amiga games. It's a big niche market and if we produce quality games they will definitely sell."

Wadhams is dedicated to the machine, and hopes Escom will upgrade the Amiga-range in the future. "Virtually everything we do will be released on the Amiga (Manyk are hoping to release 10-12 games a year), either on CD or floppy. Obviously, it depends on what Escom do, but I'd like to see an A1200 with a CD drive and an 030 processor. We're putting the Amiga above the PC for the foreseeable future."



FEARS: This is the first game to arrive from the Manyk stable and many more are promised.



Fears has a full-screen option, as well as stairs. Could it be the best Amiga *Doom*-style game?



Certainly, one of the advantages that *Fears* has over *Gloom* is that there is a gun in sight.



ALIEN BREED 3D: The final *Alien Breed* game, a series which has sold thousands.

Amiga Technologies reckon that there is an installed Amiga user-base of 2.3 million in the UK.

If it succeeds in a limited sense, then we may be able to produce further games using our existing 3D graphics technology. In order to justify any R&D into *greatly* improving the engine or creating completely new types of game, we would now need to see the Amiga being extremely successful in its comeback."

"But I don't see why the Amiga shouldn't be an attractive option as an affordable way of getting a powerful and impressive computer. However, it's going to have to sell an awful lot of units in a hurry if it's to have any future to talk of."

Kompart, like Guildhall Leisure are a sales and marketing agency and over the past couple of years they've been as prolific as anyone in their Amiga release-schedule – most recently *Football Glory, Crystal Dragon, Voyages of Discovery, Behind the Iron Gate* and *Tactical Manager 2.* Their games-label, Black Legend, houses development-talent in Eastern Europe, where some of the Amiga's most enthusiastic coders are based, as well as representing UK teams. But they're gradually drifting towards the PC, content in the knowledge that it's a growing market and one unlikely to decline in the foreseeable future.

However, because they have contacts across Europe, they're in as good a position as anyone to return to the Amiga when the market picks up, an option they haven't discounted.

Team 17 is a company who has built their reputation on the Amiga. The Amiga has been good to them, but, like many others, they feel the future lies with PC CD-ROM titles and are winding down their Amiga-development accordingly.

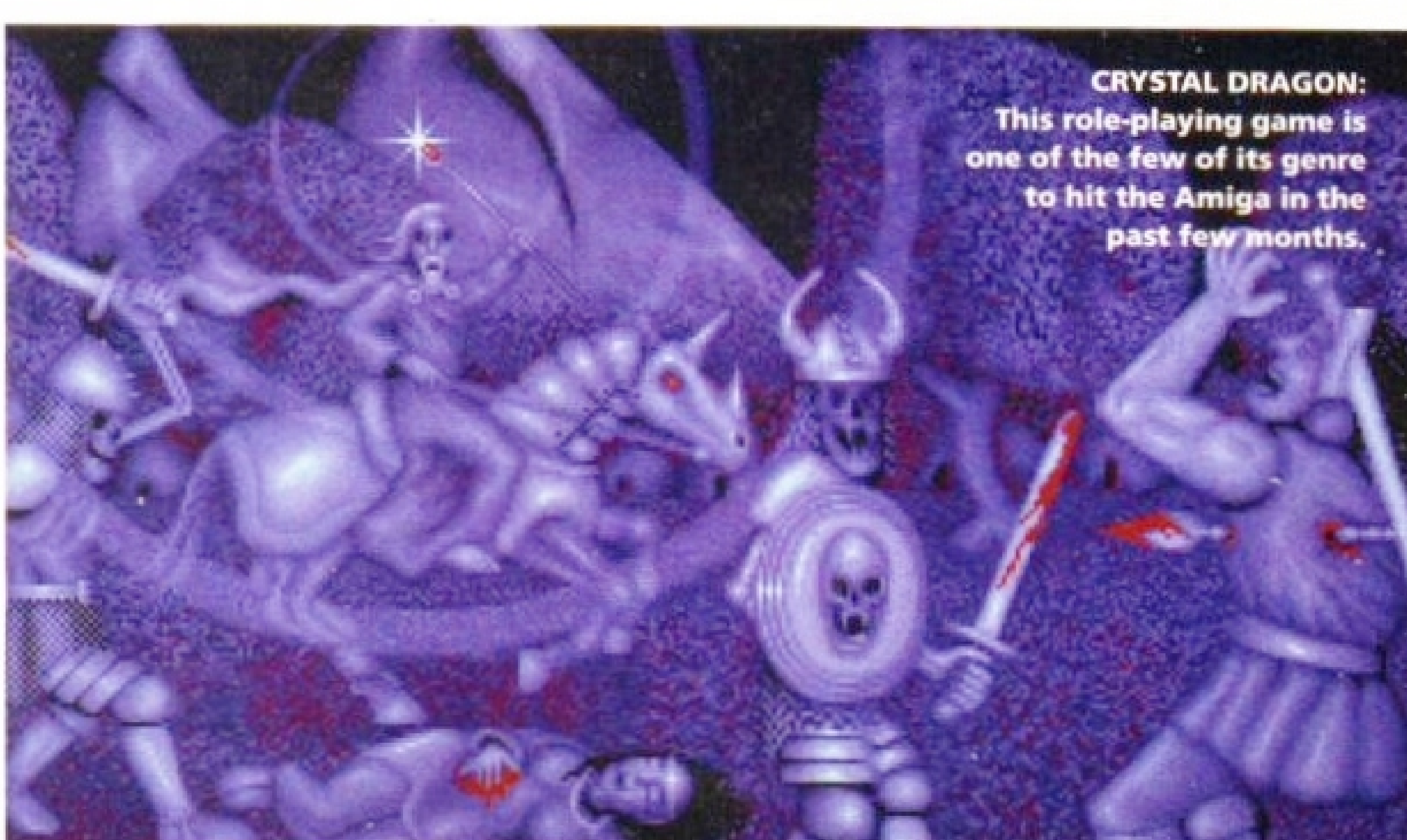
Certainly, though, they are prepared to continue supporting the platform, providing the Amiga is selling in sufficient quantities to warrant the cost. However, it seems that they have little concrete plans after *Alien Breed 3D, Worms* and *Speris Legacy.*

Only time will tell...

There is little doubt that the Amiga will return to prominence, though whether

WORMS: This is likely to be Team 17's final big Amiga game.





CRYSTAL DRAGON: This role-playing game is one of the few of its genre to hit the Amiga in the past few months.



TIMEKEEPERS: The Amiga is still supported by smaller companies such as Vulcan.

it reaches the lofty heights of the early '90s, only time will tell. Escom's new arm, Amiga Technologies, reckon that not only is there an installed Amiga user-base of 2.3 million (please take this with a pinch of salt) in the UK alone, they're also of the opinion that they can shift up to 50,000 A1200s before Christmas. Now, *that* would get the softies' eyes glinting.

But it remains to be seen whether the established software houses will re-instigate Amiga games-development, or if it will be left to firms such as Guildhall and Kompart to unearth the

Amiga Technologies is going to have to do some confidence-boosting PR with the publishers.

talent out there, while teams such as Binary Asylum and Vulcan weigh in with the occasional release.

The likelihood is a combination of both, but Amiga Technologies is going to have to do some confidence-boosting PR with the publishers to persuade them to commit real development funds in the near future.

But as every month passes, more and more software companies prefer to plough their resources into PC CD-ROM and console games. If the softcos *do* decide to produce more Amiga games, there is likely to be a gap of, at least, a year until they see the light of day. The next six months are the most important in the history of the Amiga.

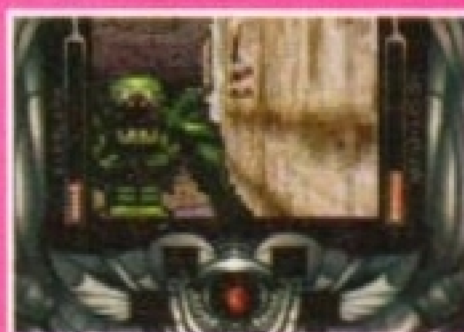
Continued overleaf ➡

POLE POSITION: Ascon's Amiga swansong? It appears so.

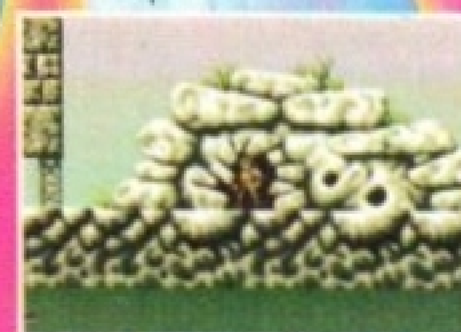


FORTHCOMING GAMES

Alien Breed 3D	Team 17
Andre Agassi's Center Court Tennis	Guildhall
Baldies	Gametek
Blitz Bomber	Leading Edge
Championship Manager 2	Domark
Chaos Engine 2	Renegade
COALA	Empire
Dungeon Master 2	Interplay
Empire Soccer A1200	Empire/Graftgold
Flight of the Amazon Queen	Renegade
Fears	Manyk
Final Over	Team 17
Frontier 2	Gametek
Hilt	Kellion
Imran Khan Cricket	Audiogenic
Leading Lap	Kellion Kompart
Legends	Krisalis
Limbo of the Lost	Rasputin
Lost Eden CD32	Virgin
Master Axe	Millennium
Odyssey	Audiogenic
Pheonix (Reunion 2)	Grandslam
Pinball Mania	21st Century
Pole Position	Ascon/Daze
Primal Rage	Time Warner
Seventh Sword of Mendor	Grandslam
Simon the Sorcerer 2	Centresoft
Speris Legacy	Team 17
Star Crusader	Gametek
Thomas the Tank Engine Pinball	Alternative
Tiny Troops	Mindscape
Total Football	Domark
Tracksuit Manager 2	Alternative
Wheelspin A1200	Kompart
Worms	Team 17
Zeewolf 2	Binary Asylum


ALIEN BREED 3D


SPERIS LEGACY


ODYSSEY

Home games



Amiga-users are fanatically devoted to their machines. When we recently ran a competition to write your own game in AMOS (see page 26), the response was phenomenal with more than 500 entries landing on our doormat.

Similarly, when we covermounted *Blitz Basic* (*AF52*) – a language written by Acid's Simon Armstrong and Black Magic's Mark Sibly – again including a 'write-a-game' competition the reaction was amazing. And *Blitz* has been used to write some of Acid, Vision, and Black Magic's finest games.

Our sister magazine, *Amiga Power*'s August Coverdisk features a full game *Tennis Champs*, written by *AF* reader Elton Bird, and it's one of the best games we've seen this year. Elton is now working on a project with Audiogenic. Out of tiny acorns…

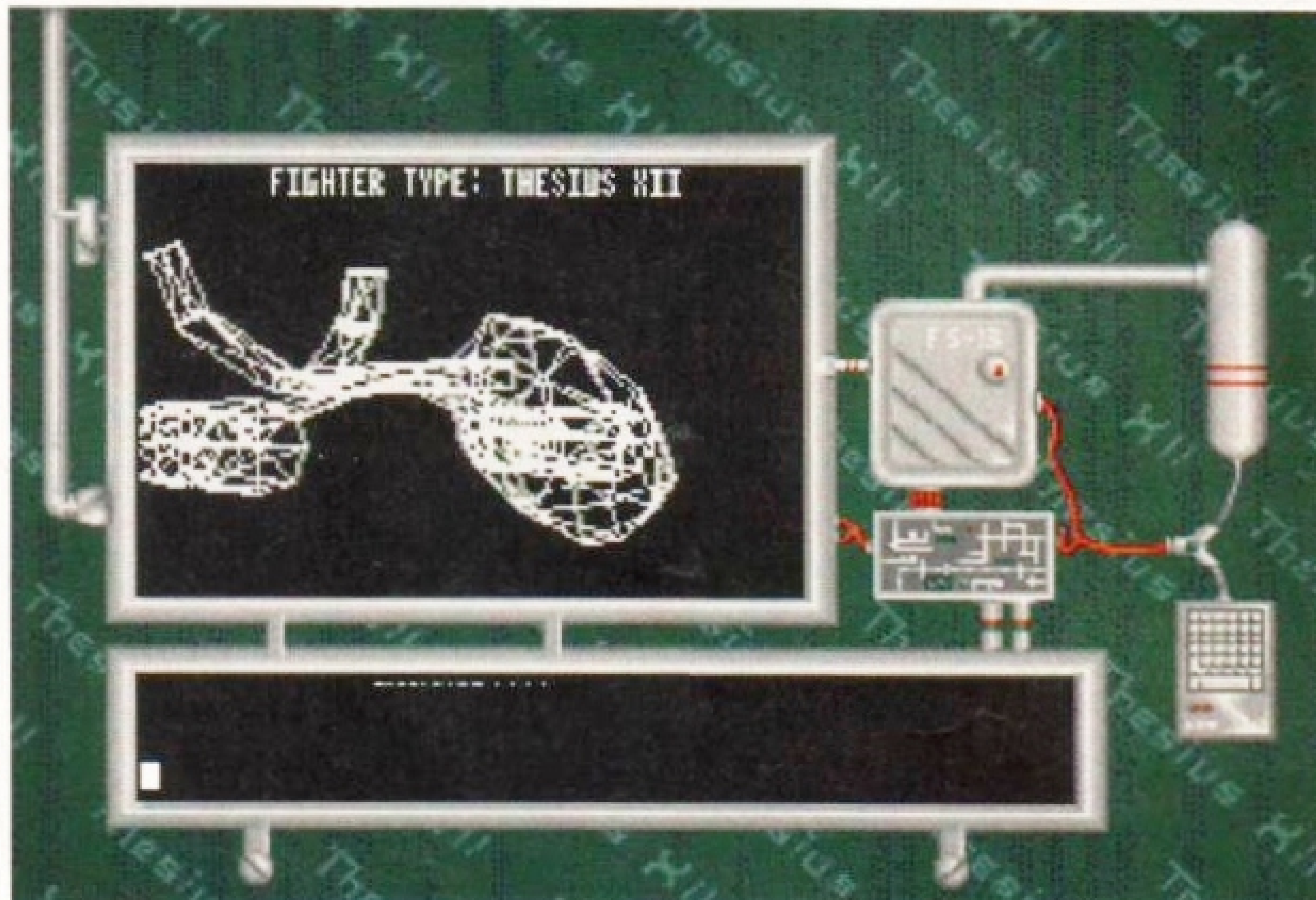
The untapped well of coding talent is YOU, the *Amiga Format* reader. Some of the games we've seen in our competitions have been superior to full price, commercial releases. When we demoed *Charlie Chimp* (*AF46*) – a game written by reader Brian Bell – with an offer to upgrade to the full version, he was snowed under with requests – over 3,000 of them, and at £10 at time… blimey, that's £30,000.

The Amiga remains the only enthusiasts' machine. A machine where, using a magazine Coverdisk featuring a programming language, you can sit at home and create the games you want to play. Sure, you may start with a *Pong* derivative, but this is where the writers of the future come from. How many PC enthusiasts are doing the same? And without the Amiga, where is the next generation of games coders going to come from?

Hopefully, an even more important resource than the Amiga technology itself will cease to be ignored, be nurtured instead, and finally be given the prominence and recognition it deserves. Namely the PD, Shareware, Licenceware and Freeware coders, designers, and graphic artists still dedicated to pushing the envelope of current, happening now Amigas – Amigas imbedded in the homes and psyches of people in countless countries throughout the world.

Amiga owners communicate with each other from a radically varying viewpoint. This gulf in philosophy and psychology was illustrated beautifully in

THESIUS XII: Any good ideas for this game could be incorporated into it by contacting the coders.



THESIUS XII: As slick and as action packed a shoot-em-up as many full-priced commercial releases. *Thesius* demonstrates the power of cooperation between Amiga enthusiasts.

The untapped well of coding talent is YOU, the Amiga Format reader.

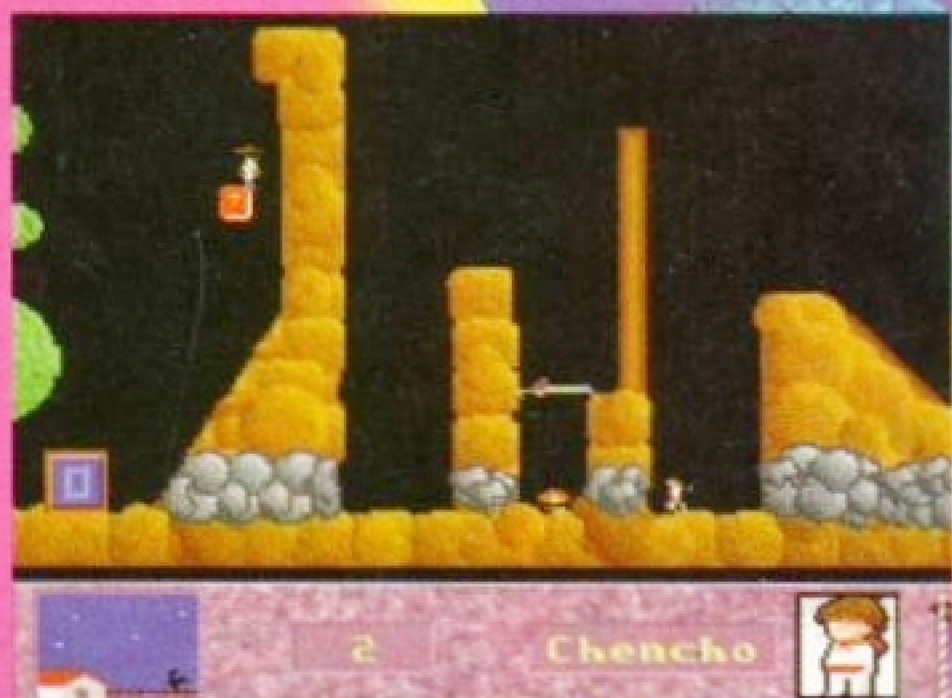
NEW TALENT. FROM WHERE?

The cost of developing for Saturn, PlayStation and PC is prohibitively time consuming and expensive for individuals and small companies.

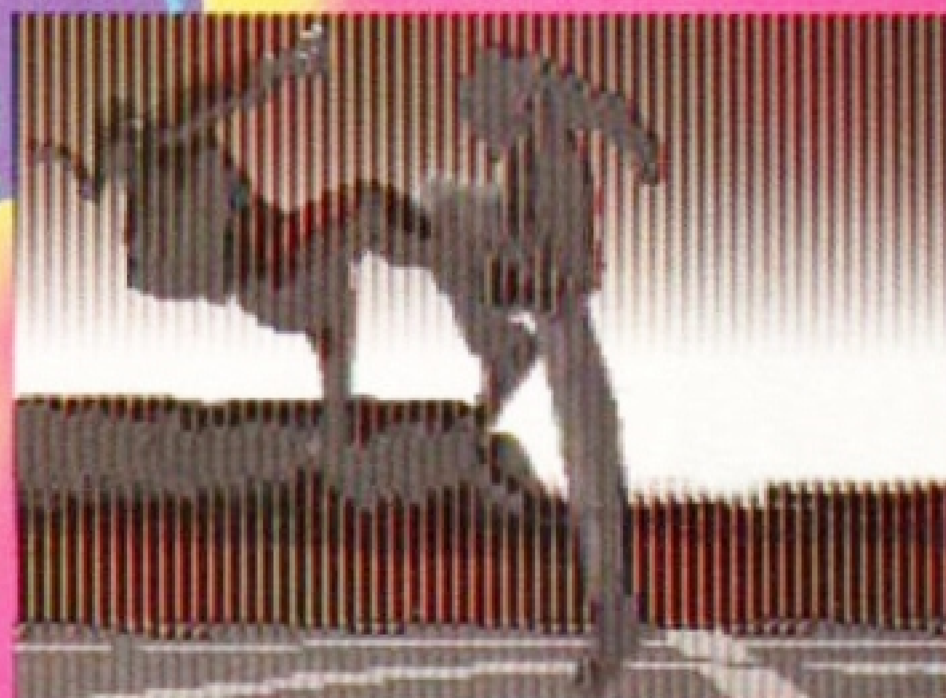
For the consoles, there's the licensing deals to be considered. Developers who don't fit in with the parent company's idea of what is an acceptable game could find themselves with 12 penalty points and a production ban for a couple of years. Then there's the cost of development itself – £15,000 for a development kit on the PlayStation and about £5,000 for the Saturn.

No individual is ever going to be able to afford that. You have to be a relatively well established business to even consider such a venture. And established businesses rarely take risks or innovate aggressively enough to create new gaming genres.

Anyone thinking of buying a 'Next Generation' console had better like driving games or beat-em-ups. If they don't, they're going to find a distinct dearth of choice games available for a long, long time.



CHANEQUES: Programmed in Mexico, it probably cost two cockerels and some chewing gum to produce.



VIRTUA FIGHTER: Around £50 on the Sega Saturn. Almost £10 of that goes straight to Mr Sega.



LEGIONS OF DAWN: A cult success. Ground support for Black Magic is very strong.

BUT THE GAME REMAINS THE SAME

It's interesting to note that the marketing campaigns of both Sega and Sony bear little relation to the merits of the machine or the games that will run on them.

Rather, the insidious logic behind the megalithic corporations' respective campaigns is to inject their silicon with kudos; seduce the opinion-formers, the early-adopters, and the lifestyle-leaders with kitsch, coded advertising.

Their argument is that if they can capture this urbane and sophisticated, oh so important group, the rest will follow and purchase the machines in droves. Specious logic to say the least.

And while we're on the subject of specious logic, the belief that the PlayStation is going to be a mass market machine due to the desire and marketing muscle of Sony is foolishly optimistic. While it's now possibly the most tired of tired clichés, look at the success of Betamax. But more relevantly, look at the success of the Sony MiniDisc. Retail outlets are positively brimming with the little blighters, aren't they?

The hardware is there, but to generate something new and original in a game would require taking a risk – when you've just shelled out for a development system, it's always better to play it safe.



RIDGE RACER: One circuit in all on a CD. At £50 a whack, they saw you coming didn't they, cool guy?



TOSHINDEN: No amount of camera angles can disguise the fact that this is a plain old beat-em-up.



T-RACER: Programmed in Italy *T-Racer* displays an eye for style and the Amiga chipset.

a cartoon used by the *Times* to convey the different 'techno types' of the computing scene at large.

In the cartoon there are four terminals facing out toward the reader, each with at least one seat in front of it. The first terminal features an empty chair with someone's leg rapidly disappearing from the scene; this chap is a Techno Phobe. Everyone knows someone like him or her.

The second chap is much more interesting. He's likely to have a job that would benefit from a computer and wants to be seen as the user and owner of such a computer. He also researches purchases meticulously and seeks advice from experts. Likely to own a Portable PC or an Apple PowerBook. This person is a Techno Boomer.

The third chap isn't a chap at all. But rather, he's a team; a Techno Teamer. The Teamers probably represent the largest single group of computer users throughout the world. They are corporate users who are typically team and job-oriented. They seek reliability above all other factors. They are unlikely to be interested in computers other than for work-related purposes. If a computer is used at home, it's certain to be compatible with those found at work.

The last, but certainly not least, of the techno types is the Techno Wizard. They are technology experts/hobbyists (notice the lack of distinction made between expert and hobbyist) who 'Want it hot for not a lot'. The majority of Amiga owners and users fall into this category. Not so much a typecast as a philosophy and commitment to potential – the potential of creativity and self empowerment.

Love of the machine motivates the majority of Amiga owners – developers and users alike.

Smaller companies and individuals have pushed the envelope in ways that wouldn't have seemed possible, cost effective, or relevant to PC developers – global market strategies mean nothing to the bedroom coder.

Individual flair, drive, commitment, inspiration, aspiration, belief, faith in the superiority of the Amiga's internal architecture and, dare we say it, love of the machine, motivates the majority of Amiga owners – developers and users alike.

Take Paul Nolan, the originator and core programmer of Almathera's sublime *Photogenics*. He wanted to use his Amiga for an A-Level Art project but couldn't find an art package which satisfied his requirements. And thus, *Photogenics* was born. Paul is an inspiration to us all.

With more support and feedback from users, *Photogenics* could easily develop into a *PhotoShop*-beater. It was Jolyon Ralph, co-founder of Almathera, who, upon using the original incarnation of *Photogenics*, recognised immediately its potential for excellence and commercial success. He plucked the program from the domain of Shareware and catapulted it into the mainstream commercial consciousness of the Amiga scene.

That *Photogenics* has been a raging success is beyond question. What really begs to be asked is, why haven't Escom or Amiga Technologies been in touch with Almathera about a licensing deal? It doesn't take a great deal of marketing savvy to realise that a powerful Amiga bundled with *Photogenics* and support software could take the graphics, educational, and professional market by storm.

But, this is still a honeymoon period in the history of the Amiga. A honeymoon with the potential of producing an immaculate conception.

Before we get accused of putting too much gravitas into our copy and not enough substance, let's take a brief

Continued overleaf ➡



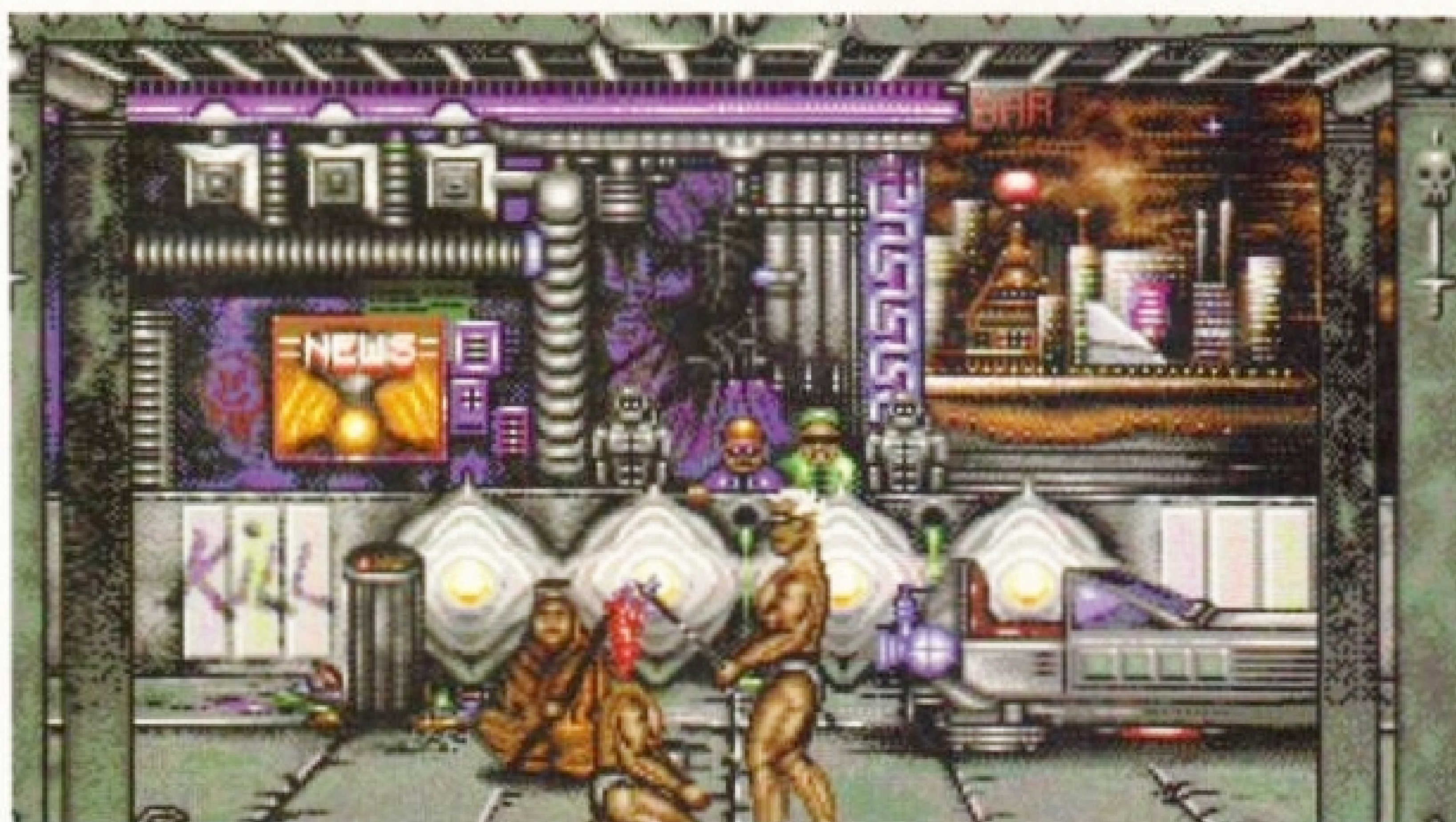
PSYCHEVAL: Paying tribute to Team 17's highly successful *Alien Breed* series, *Psycheval* is another Amiga Shareware game with cult status.



FORTRESS: £15,000 development money behind it could well see a real classic here.



M.A.S.H: Not *Worms* at all, this *AMOS* competition entry is a thoroughly good game.



CYBERGAMES: Sony and Sega have ultimate 'approval' on all games produced for their machines. Expect lots of safe, conservative, formulaic games to proliferate. £50 a whack.

look at the different categories that tend to be embraced by that all encompassing of labels, Public Domain software.

Firstly, very few titles on the PD scene are actually true Public Domain. That is, the author has willingly and altruistically given up all right to copyright of images generated, code used, and the use that their program can be put to.

No, more usually, the author agrees that anyone can make a copy of the disk if they don't make a profit by so doing and that the source and information files aren't tampered with in any way. They also reserve the right to restrict distribution as they see fit. This type of software is referred to as Freeware and accounts for around 80 per cent of currently available Public Domain work.

The Shareware authors, and the smaller software houses are still carrying a torch for the Amiga.

Then there's Shareware. Again, copying of this software is actively encouraged and perfectly legal. If the Shareware is found to be useful by the recipient, they should register with the author of the work who, upon receipt of the fee, will furnish the user with the most up-to-date version.

Shareware is constantly updated by the author. The users provide feedback on bugs, operations, features they'd like to see added to the program and, effectively, the users become the equivalent of extended software testers.

In theory and in essence, this probably represents the best method currently known to man of fine tuning a program to near perfection. After all, a Shareware author is only going to attract registration from others by offering something worth keeping that's useful to the end user.

Due to the lack of commercial restraints – such as deadlines, wages, licensing fees and fixed overheads – the author has more time and flexibility to include extra features that end users consider important.

Despite the seeming hordes of developers shutting up shop, the demo coders, the Shareware authors, and the smaller software houses are still carrying the torch for Amiga users.

Rather than ruthlessly exploiting the market for maximum return, their aim is to put back what has been so unfairly taken away; the belief that the Amiga is the machine of individuals with flair, commitment, and vision.

The Amiga is to computing and video games what the last of the V8's is to *Mad Max* and the internal combustion engine; an elegant customised synergy of potential, elegance and handleability.

There's nothing cool about having to continually upgrade and spend evermore ridiculous amounts of money on PC hardware merely to obtain acceptable results from the latest games. Yet it's being done. And it's the Techno Boomers and Techno Teamers who are mostly to blame. They swallow wholesale propaganda in the belief that it's true; PC hardware manufacturers laugh all the way to the bank.

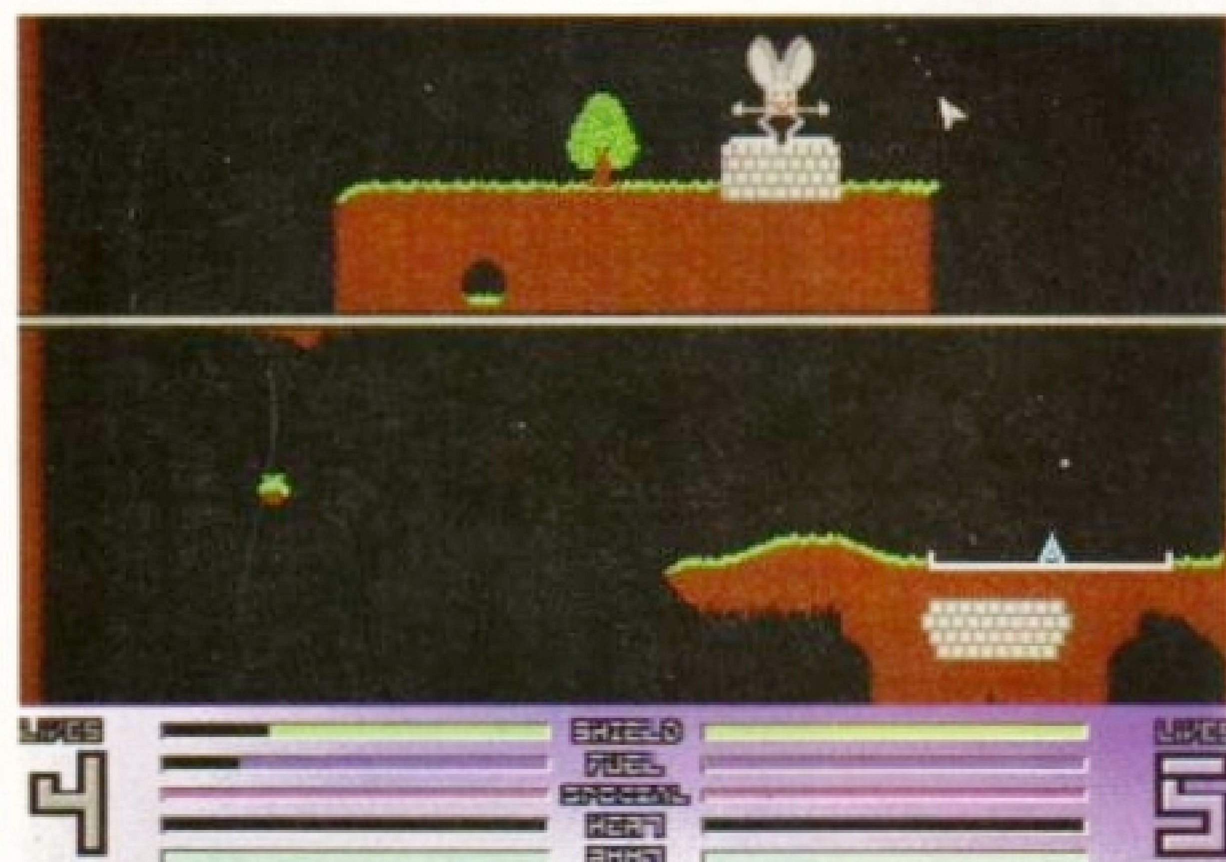
The Amiga is the last of the renegade machines and still more than capable of fighting back against the brutal commercialism of the PC Leviathan; even if it means the Amiga has to go underground and evolve into a PC-based Trojan Horse.

The Amiga's salvation lies in the hands of those committed to it's well-being. Individuals, groups of individuals, and committed software houses. But for their endeavours to work requires responsibility and diligence from Amiga users. Purchase only what's worth supporting. Pay the requisite Shareware fees to the authors.

And keep buying *Amiga Format* – for no matter how much our opponents, enemies and competitors try to knock the Amiga, we are still the most significant computer enthusiast magazine on the world stage.

We'll not chicken out and 'suspend' our Amiga titles. It's the duty of Amiga magazines to help shape markets, not be a slave to them or give up when the going gets tough.

We are enthusiasts ourselves, and we're looking forward to seeing more games from you, our readers. *Amiga Format* will continue to stand up for you and your machine.



GRAVITY FORCE: Voted best game ever by our sister magazine *Amiga Power*, truly this experience is the game of competitive champions.

SEND US YOUR GAMES!

It may have been written using *Blitz, AMOS, Helios, C, E* or *ARexx* – if you have constructed a world-beating game in your spare time, send it to us. From next month we will select the best games we receive, and take them along to a software publisher for their views – you could even see your game developed into a commercial product.

What you *will* get is feedback on your efforts, and a chance to appear on an *AF* Coverdisk... Send your games to: Readers' Games, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.

Name ....
Address ....
Country ....
Name of game ....
Written in ....
System requirements ....

Please use this form or a reasonable facsimile thereof. Accompany with notes and appropriate documentation. Submissions from overseas readers welcome.



you're 17
you don't have
a bank account
and you can't drive.
no wonder
it's only your mum
who picks you up at parties.

You see her across a crowded room. YOUR EYES MEET and you know she's the one. The one person you didn't want to be seen with this evening: your mother waving her car keys. Dear oh dear. If only you'd opened that LLOYDS BANK HEADWAY ACCOUNT. You'd have got a CASHPOINT CARD, 50% off your first driving lesson and £2 off the others when you pay for 12*. You'd also have been quids in for discount vouchers and special offers from TOP SHOP and a whole host of other places. Well, FEAR NOT, for help is at hand. To rectify this situation simply FREEPHONE 0800 887 888, fill in the FREEPOST coupon below or pop into your local branch. It's just the sort of lift you could use.


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HAM 1

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AMOS - The co



Mr Bradford gets his just desserts, as he is forced to wade through the hundreds, and even thousands, of entries for our popular AMOS competition.

By Dale Bradford

Those of you with long memories will recall that January's issue contained a rather special Coverdisk – AMOS Professional. When the history books are written, look in the section entitled *AF Coverdisks Which Shook The World* and you will surely see AMOS Pro, proudly sat alongside previous *AF* classics such as Imagine, Music X and PageSetter 2.

Indeed, we were so chuffed with it, we decided to run a competition, snappily titling it *The Great Amiga Format AMOS Write A Game Competition*, for those in any doubt of its nature. By May 1st, the closing date, there was an enormous pile of padded envelopes to work through, their countries of origin proof of *AF's* impressive penetration; Finland, Sweden, America, Mexico, Australia, even Wales...

As the 'bright spark' whose idea it originally was, it was decided that the least I could do was to donate almost an entire week of my life to sorting out the hundreds and hundreds of entries (yes, there really *were* that many) into a short list for the *AF* team of experts to choose the eventual winners from.

Now AMOS Pro is a good version of BASIC – Europress used it to create their FunSchool range – but I honestly didn't expect to see such a high overall standard of entries. The short list became a very long list indeed and it was only by being sadistically ruthless that I managed to end up with a top 13.

Now, before I go through the short-listed baker's dozen, there will, by now, be hundreds of disappointed would-be programmers who have looked to see if they were on it and have returned here to find out why they're not. I'm sorry. Really, I am. It was a difficult decision.

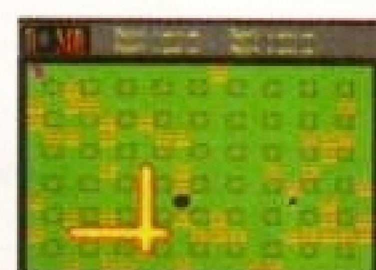
Some entries disqualified themselves by simply not working: unbelievable, I know, but there were more than a few which simply came up with AMOS error messages. Some run once and then locked me out when I came back to take a second look. Why? Beats me. Two disks even had dodgy shutters and ended up stuck in my drive.

Rest assured, however, everything was looked at and persevered with (except the stuff which wouldn't run at all, obviously). If you didn't win, don't just say "Oh, sod that, then"; many entries showed real promise and, with a bit more polish, would meet an enthusiastic reception in the world of shareware, or even beyond. Please see the *AF Top Twenty Tips for Submitting Programs* boxout opposite; the advice it contains applies equally well to submitting programs for competitions, Public Domain/shareware and commercial publishers.

Surprises? The number of Bomberman clones, only one fruit machine (thankfully) and even a few Doom look-alikes. An honourable mention must also go to the authors of *Movie Maker 2*, a very entertaining program which, if it hadn't been for its libellous (and prudes may say offensive) nature, would have made it to the short list. So, who were the winners then?



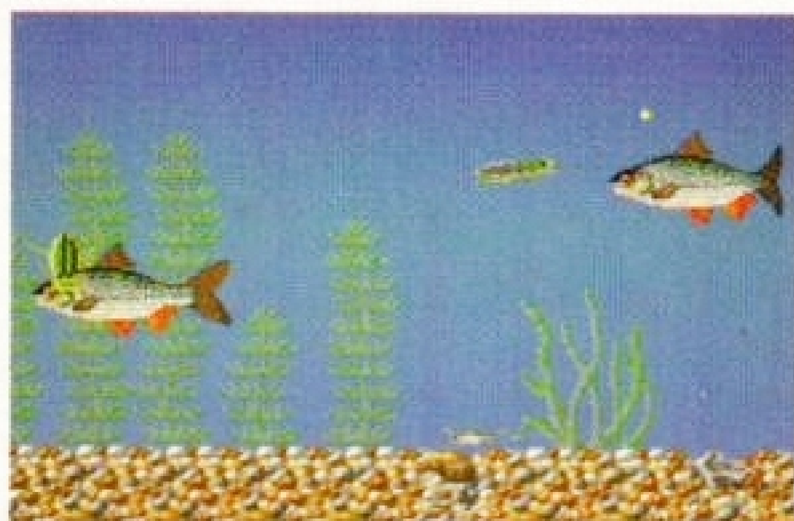
There were a *few* Bomberman clones.



BOMB is one of the best examples



Not Worms at all, but *M*A*S*H*



Amphibious was one of the more original entries. Your tadpole gradually achieves frogdom as you progress

The winners take it all

- First off, Martin Longstaff of Nailsea in Avon, for *Ricochet*, a one or two-player table tennis sim. Although based on the oldest game of all (Pong), it was extremely well done and very playable indeed. A few years ago, this could well have been a commercial release.
- P.D. Walsby of Colchester produced *Gunslingers*, again an old coin-op updated. *Gunslingers* had two cowboys shooting bullets at each other. If the bullets hit the rocks or cacti, they ricocheted off at unpredictable angles. Great fun, slightly let down by being two-player only. One of the few on the short list which wasn't compiled, *Gunslingers* was a brilliant example of what can be achieved by using AMOS.
- Ian Taylor of Bromsgrove, Worcestershire created *Amphibious*. Graphically outstanding, it resembled Apidya in some respects. The player had to guide a tadpole to maturity as a frog by avoiding the bigger fish and gobbling up the small fries.
- Gordon Miller of Glasgow gave us *It's Only Rock 'n' Roll*, a simulation of the music biz, where the penniless player starts out busking and writing bizarre songs. Perseverance leads to a record deal, nationwide tours, luxury toys and, er, more bizarre songs. The program generated lyrics for new songs the player wrote and were very entertaining in themselves. In a bizarre sort of way. It was even possible to view the band playing highlights from their concerts. Original and very well written.
- *Gonks*, from Lee Wilson of York, was, I thought, probably the most outstanding entry. Drawing its inspiration from the Lemmings/Bill's Tomato Game genre, the player had to guide an odd-looking gonk from one part of the screen to another. A clear path had to be created for the gonk within a time limit; after which, he made a run for it. With nicely progressive difficulty levels, *Gonks* was very entertaining. Stick at it, Lee!
- *Falling Down*, from Paul Andrew of Huckstepp, was a thoughtful little strategy game which required the player to drop red blobs down to the bottom of the screen, while keeping the blue ones up. This was done by manipulating the floors and was enjoyable, if a little ponderous after a prolonged session.
- *In The Pipeline*, from Robert Smith of Leicester, was a pure, unashamed clone of Pipemania, and jolly good it was, too. If anything, the playing area of Robert's game was larger than the original, thus adding to the difficulty level –or perhaps I'm just getting old, as I found *In The Pipeline* trickier than I can remember Pipemania being.
- Another clone of an old 8-bit game came from Dave Kirk of Rotherham. *Blox* took the Splitting Image/Split Personalities concept and breathed new



Boomin' 'Eck was another proficient Bomberman clone, amongst the multitudes.

mpetition



Falling Down **is a rather pleasing and original puzzler, which was very well put together.**

life into it with updated graphics. A nice little slice of nostalgia.

■ *BOMB* was not only an apt acronym (*Battle Of the Master Bombers*), it clearly described the game type – yes, a Bomberman-clone from Matthew Newton-Lewis of Stourbridge, West Midlands. Excellent introduction too, plus four-player capability, slightly let down by a fiddly method of control.

■ *Enforcer*, from Black Widow Software of Birmingham, reminded me of an Ocean game circa 1991. Seemingly inspired by the Dirty Harry/Lethal Weapon games (and films), it was an incredibly hard platform shoot-'em-up with well-drawn graphics.

■ *Return To Zantir*, from Lee Bamber of Wigan, almost knocked my socks off. The look and feel was of a Lucas Arts graphic adventure, along the lines of Monkey Island. Even the text font used when characters spoke was identical. Who would have thought that such a stunning-looking game could be programmed in AMOS?

The reason my socks stayed firmly on my feet was down to the gameplay – despite many attempts, I failed to make any progress into the game at all. Before I get accused of being totally useless, I must state to my defence that Steve McGill also walked away from it muttering that he too was getting nowhere. So there.

■ *Boomin' Eck*, from Mike Carter of Georgeham in North Devon, created one of the most playable of the Bomberman clones. His game used legless Lego men to zip around the mazes, and what fun it was too.

■ Finally, Chris Gregan, of Co. Meath in Ireland, submitted what my notes refer to as a "battle-Lemmings-in-space type of game", called *MASH*, which was rated highly by all those who saw it. Teeny-weeny Cannon Fodder-style sprites, attempting to destroy each other can be so entertaining, don't you think?

In conclusion, then, AMOS Pro is a bloody good piece of software. All those who entered the competition must, at least, have a greater knowledge of programming than before and I would urge you all to keep at it. Despite many publishers deserting the Amiga market, there are still plenty who actively welcome submissions. Sincere thanks to you all for a very entertaining week. Can I have my house back now?

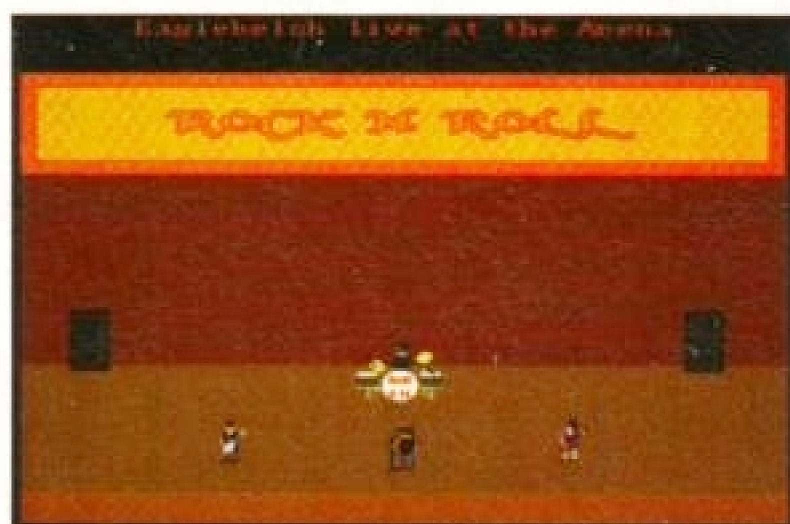
Enforcer **– excellent but very tough.**

Gonks **– the most outstanding entry.**

Gunfighter **– classic two player action.**

In The Pipeline **– an obvious clone...**

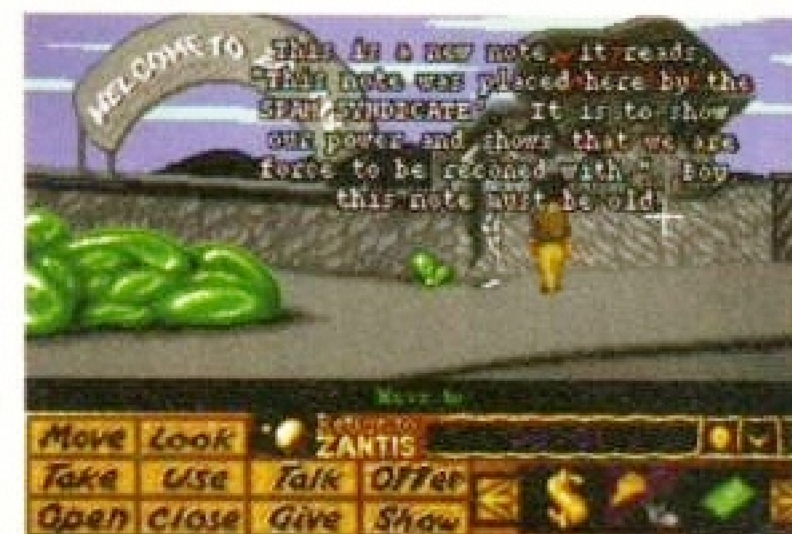
...but not without some merit.



No sex, no drugs – ***It's Only Rock 'n' Roll*** **may be a little short on thrills, but is quite cleverly constructed.**



Blox **provides polished, sliding-puzzle action**



Zantis **is an excellent Monkey Island clone.**

THE AF TOP TWENTY TIPS FOR SUBMITTING PROGRAMS:

1 Test your disk to ensure it *works* before you send it. Blindingly obvious, but some entries defied all our efforts to prompt them into life.

2 Make it easy to use. Don't expect the tester to use their valuable time fannying around, copying fonts across from one disk to another. They won't do it (although I did).

3 Don't use crap disks with flaccid shutters liable to jam in the drive. Forcing the tester to disassemble his machine will hardly make him kindly disposed towards your effort.

4 Don't compel the tester to read page after page of text in between games. They won't.

5 Try to keep disk-swaps to a minimum. One or two is manageable, but seven?

6 Don't be libellous or incorporate 'celebrities' into your game. Yes, I know, it's fun, but no-one will even consider doing anything with it.

7 Include a back-up disk. Yes, I know, it's twice the expense, but you've gone to all that effort writing the thing and packaging and posting it; to miss out for the sake of a 30p disk is bonkers.

8 Don't bother writing a 24-page instruction manuals – it just won't get read.

9 Similarly, don't adorn your accompanying letter with highly-detailed 'humorous' drawings or messages to your fave *AF* person – send 'nutter' mail direct to the people concerned.

10 Presentation – keep it simple, but try to look as though you value what you've done. Sending an original CBM Workbench disk with a smeggy piece of paper sellotaped over the top of it does not exactly give a very professional impression.

11 If you are going to use a fair amount of text, at least ensure it's grammatical. And get someone to check your spelling. Yes, it *does* matter.

12 Keep away from over-complicated concepts. Your game may have greater depth than Civilization and the effort involved in learning to grasp its fundamentals may indeed be worth it, but very few people will be prepared to spend longer than a few minutes learning to play it. Particularly if there are hundreds of others to look at.

13 Try to ensure your game is stable. See if it still works after it has been loaded several times. Volatile code will do you no favours.

14 Don't waste everybody's time by just sending in a snazzy demo. If the brief requests a game, why send in a non-interactive cartoon, however good?

15 Please, please, please check your disk is virus-free.

16 If possible, try not to submit two-player-only games. As for sending in a four-player-only game – don't do it!

17 Don't just put the documentation in a file on the disk. Should the worst happen, there will be no way of getting in touch with you.

18 Be original! Submitting a sub-standard clone of something already available will get you nowhere. At least if your creation is poorly-programmed but original, the tester will not have a 'benchmark' to compare it with.

19 Games should be fun. Fiddly methods of control are not. Make things as intuitive as possible. Using 'U' for up and 'D' for down may be logical in an elevator, but it is not on a keyboard.

20 Finally, please don't waste your time creating long-winded introductions stuffed full of credits and dedications. Okay, so you appreciate your mother's support – buy her a bunch of flowers, or a box of chocs instead.

WHEN YOU WERE
YOUNGER
LIVING ON THE
EDGE
MEANT FIGHTING
TO KEEP A CURRY DOWN
AFTER 8 PINTS

The Best Selling Word Processor and Database for the Amiga...

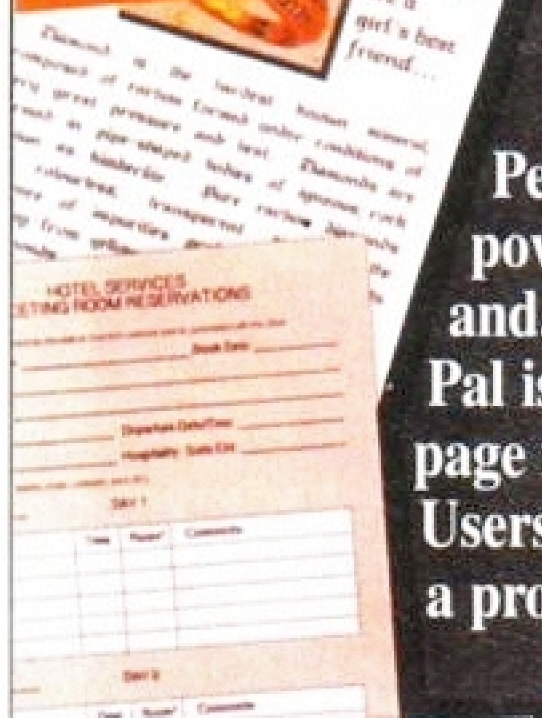


Pen Pal

Since its launch, Pen Pal has become the most popular package of its type!

Not surprising when you consider the array of extensive features at your fingertips. Combined with its user friendly simplicity, it was bound to be a winner!
Amiga Format, when reviewing word processors, said there was "little to fault Pen Pal". Quite a prediction it seems as in a later feature they confirmed Pen Pal was "still the best value for money".
If you're not already a Pen Pal user, we hope you soon will be - because at the new lower price of just...

New Lower Price!



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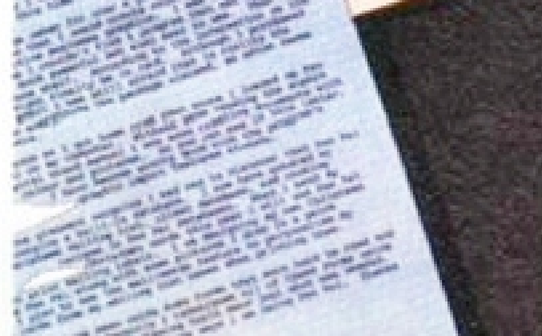


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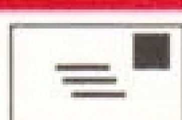


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Amiga on the Net

The Amiga should have been the ultimate Internet home computer. John Kennedy looks at what went wrong, what's happening now and what's to come.



The Amiga's own version of *Mosaic* is more than up to the task of displaying pretty graphics.

More and more Amiga-users are discovering what a useful resource the Internet is. Where else can you read your favourite magazine, catch up on news and gossip, and share problems with other users – all whilst downloading the latest software?

In many ways, the Amiga should be the perfect machine for use with the Internet. It's got a fully multi-tasking Operating System, excellent graphics and there are millions of them in existence. Bizarrely, though, it's the PC that has attracted all the publicity; quite possibly the worst machine for the job, featuring everything from non-standard filename-handling, to poor task-switching.

One area in which the Amiga has suffered heavy criticism is over the World Wide Web: the collection of hypertext pages scattered all over the planet and linked via the Internet.

To make use of the Web, you need a computer connected to the Internet and a piece of software called a "browser". It's the browser that grabs the text and pictures from the remote site and assembles them into a cute display on the monitor screen.

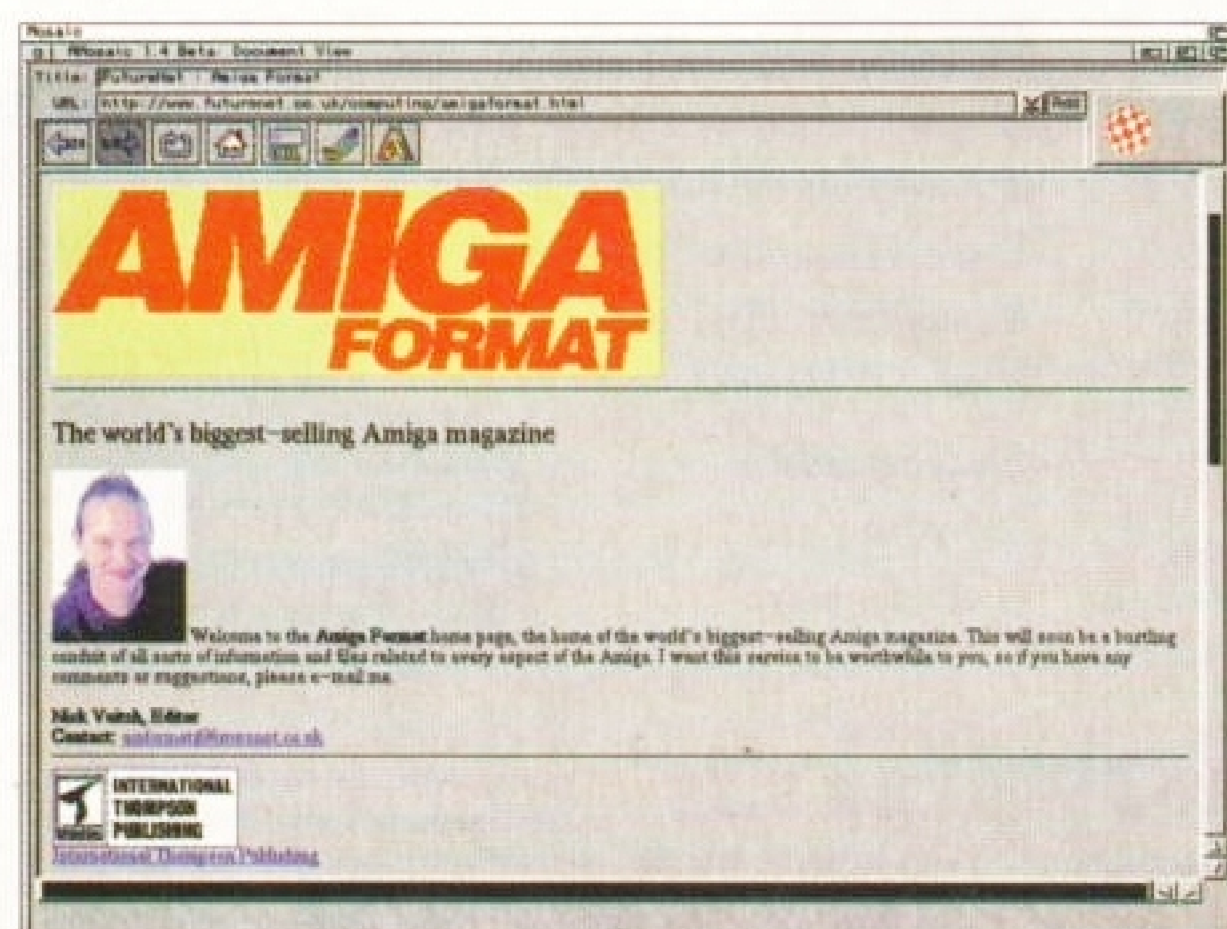
Without a browser, the Web documents are merely plain text-files, filled with HTML codes and links to pictures and other pages. The codes determine the appearance of the rendering image, controlling the fonts, the layout and the position of graphics with "tags". Without a browser, it's simply a load of text and angle brackets.

The first browser was called *Mosaic* and it was developed as recently as 1993 by Marc Andreasen at the American National Center of Supercomputing Applications (NCSA).

After the initial success of *Mosaic*, Andreasen co-founded Mosaic Communications Corporation with ex-Silicon Graphics boss, Jim Clark. Their first product was a program which almost overnight redefined what the Internet was and who used it: *NetScape*. *NetScape* is special and there are versions for the Mac, Unix and Windows platforms. The bad news is that there is no version for the Amiga and it seems unlikely that there ever will be.

That's not to say there isn't a *browser* for the Amiga, because there are several. First of all, there is *ALynx* – a version of *Lynx*, the text-only Web browser. Using *ALynx* is fast, but has many drawbacks. It lacks the same "point-and-click" immediacy of *Mosaic*, and, even worse, it drops the graphics. *ALynx* is great if you are in a hurry, otherwise forget it.

What the Amiga does has is



Probably the best Amiga resource on the Web.

WHAT MAKES NETSCAPE SPECIAL?

NetScape **started off as a rather nifty version of *Mosaic*, and was more suited for modem use. It responded faster, displayed images better and was generally more fun to be with.**

Then the unthinkable happened: *NetScape* started tinkering with the HTML codes, the special tags which control the text and graphics. At first, the changes were minor: the ability to centre text, for example, but gradually the improvements started becoming obvious – accurate positioning of images, coloured and textured backdrops, user-defined tables, simply animation...

On the one hand, HTML-users were not happy; here was an accepted standard that was being changed. On the other, the results were amazing. Page design was transformed, and more attractive pages meant more users and more publicity.

The additional codes supported by *NetScape* are easy to ignore on other browsers (for example, on *AMosaic*), but more and more page authors are finding it difficult to resist the new features.

WHAT'S NEW IN AMOSAIC VERSION 2?

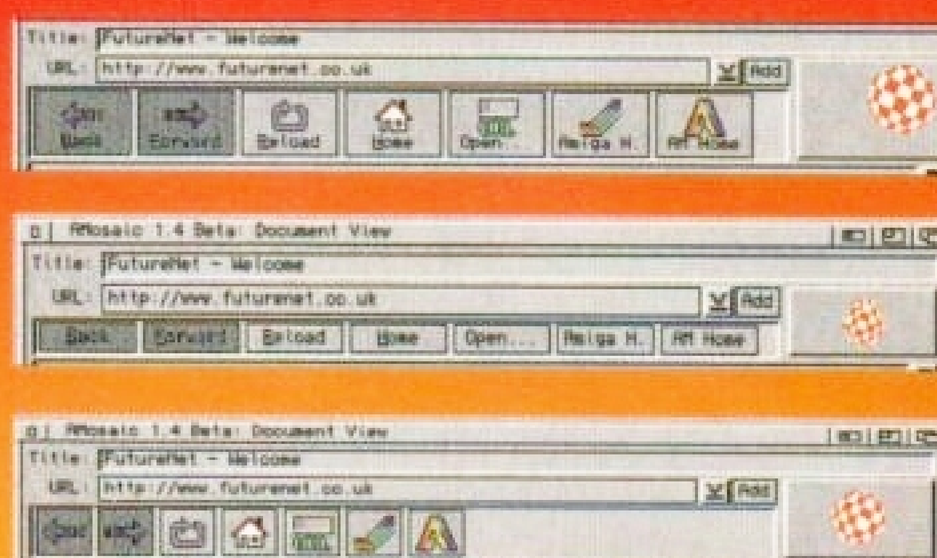
FORMS SUPPORT – Fill-out-forms are now supported. These forms allow you to enter information into a document and send that information to a server for processing.

OVERALL PERFORMANCE IMPROVEMENT – *Amiga Mosaic* can now be safely iconified with the iconify gadget in the window title-bar. The window can be resized when downloading, and moved to and from public screens (via MUIPrefs) without crashing.

UPDATED GUI – A bouncing Amiga Boing ball now indicates a transfer in progress. Clicking on the Boing gadget will abort the current transfer. The navigation buttons can now be set to appear as text, graphical icons, or both.

Two, new buttons have been added which will take you to the Amiga home page and the *AMosaic* home page.

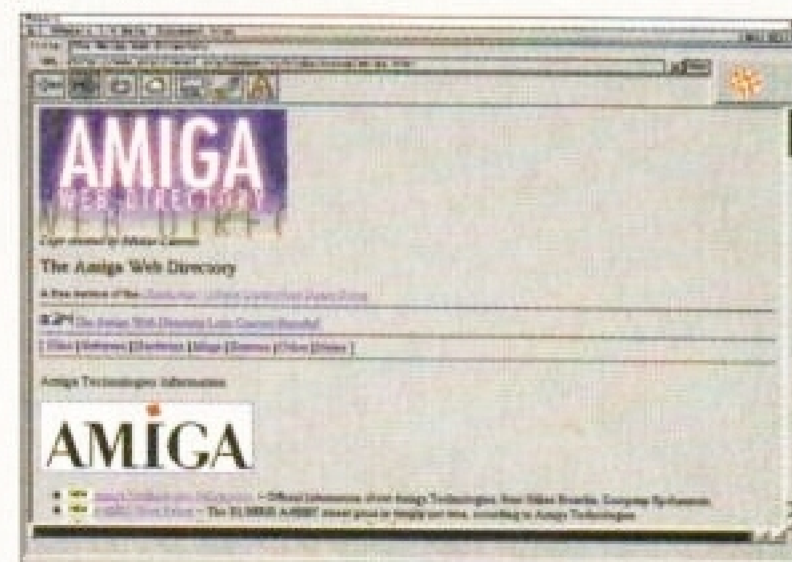
NEW BUTTON BAR OR TEXT, OR BOTH – you choose. The addition of the snazzy, bouncy ball will probably mean nothing to most Amiga-users (who have no idea what Boing was about.).



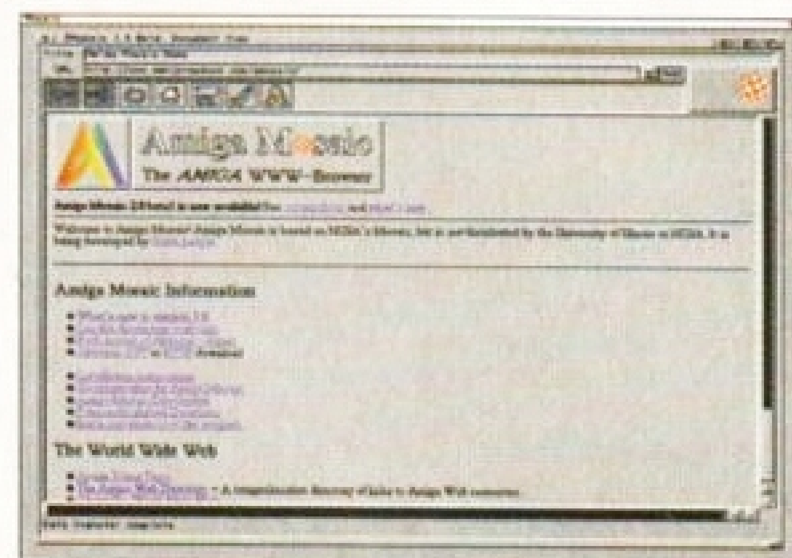
URL ENTRY GADGET – You may now type in a destination URL in the URL gadget at the top of the window.

NEW HOTLIST ACCESS – The hotlist is now available via a pop-up menu activated by a button next to the URL display. It is now hierarchical, allowing you to have topical sub-lists under the main hotlist.

MISCELLANEOUS – There are many other minor fixes and improvements which are not listed here.



A bouncy Boing ball is *Amiga Mosaic's* answer to the animated *NetScape* logo.



With quite a few improvements, the new version is far from shabby.

AMosaic, a true version of *Mosaic* for the Amiga. It has been around for a while, but only recently made it to version 2 – quite a landmark achievement.

AMosaic can be irritating to many, because it requires Magic User Interface to be running. MUI provides many advantages for the programmer and offers a gorgeous and user-definable display.

Unfortunately, it can also be deadly slow and consumes masses of memory. You should be able to run *AMosaic* on an unexpanded A1200, but a far more comfortable system is an A4000/40 with a graphics card.

With the release of *AMosaic* version 2, has come several improvements, including the ability to have forms (special on-screen requesters), which was a serious omission in previous releases.

However, *AMosaic* is still lagging behind *NetScape*, and there are times when it would be very convenient to have *NetScape* on the Amiga.

NETSCAPE ON THE AMIGA: IT CAN BE DONE!

No kidding, I'm using it right now. I can Amiga-M and flap to a screen which is running *NetScape 1.1* and is busy browsing through the *FutureNet* pages. What's the catch?

The catch is that, with an emulation program called *ShapeShifter*, I have temporarily turned my Amiga into an Apple Macintosh. *ShapeShifter* seems to be one of those programs that's simply too good to be true, but it exists and it works.

Because the Apple Mac (well, non-PowerPC versions) is based on the same Motorola processor as the Amiga, and doesn't feature clever custom chips for handling graphics or sound, in theory it should be possible to emulate the Mac on the Amiga, and that's exactly what *ShapeShifter* does.

With an emulation program like ShapeShifter, I can temporarily turn my Amiga into a Mac.

ShapeShifter is a shareware program which runs on any Amiga with a 68020 or better processor, 4Mb memory and *CrossDOS*. It is possible to run it on an A1200, but an A4000 is a lot better for several reasons.

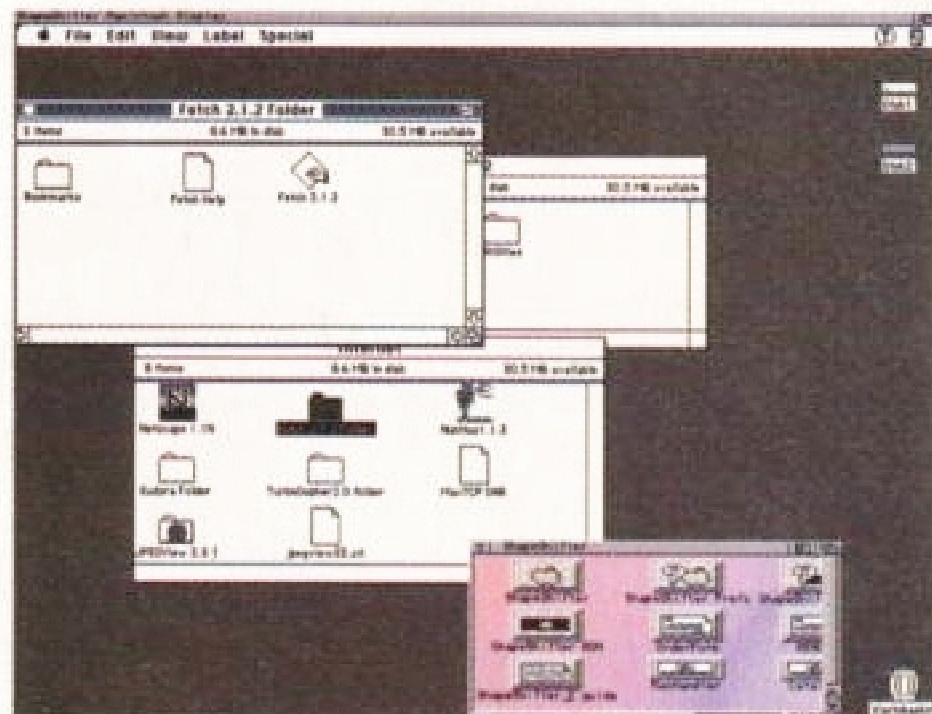
First of all, the A4000 has high-density disk drives as standard, which means Mac-formatted disks can be used as standard. The A1200 has double-density disks which make life a little awkward at times.

Secondly, because of the way Mac and Amiga graphics differ, it is only feasible to use the Mac-emulation in two colours, unless you have a graphics board (PicassoII, CyberVision, or that sort of thing).

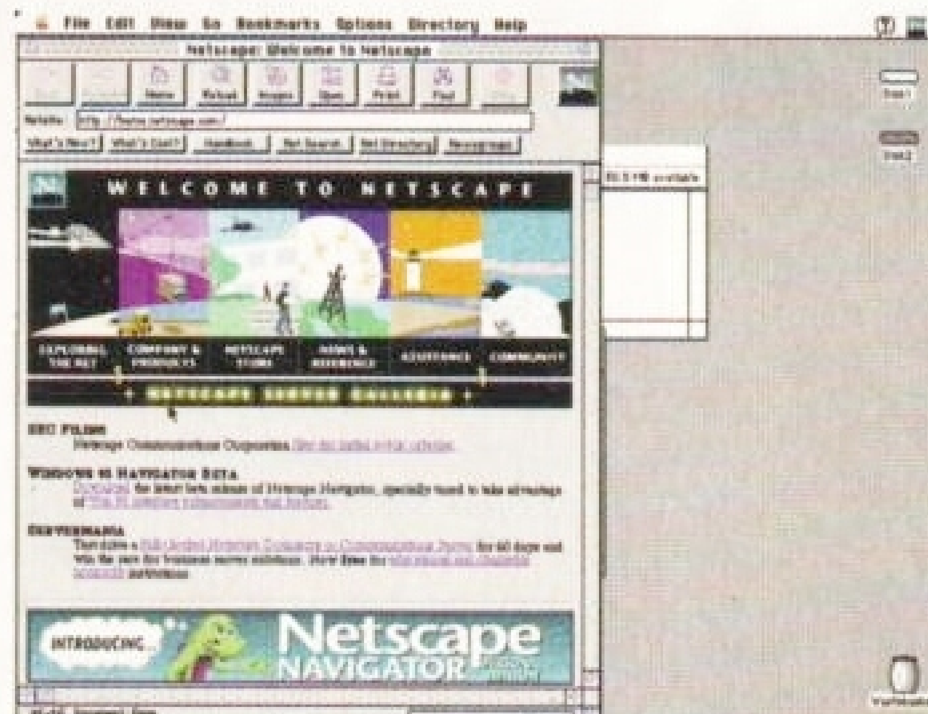
This isn't quite as bad as it sounds, since all Mac software is very usable in two colours. If you do happen to have a graphics board, 256 or more colours are supported. In fact, a friend who has just spent over £1,000 on a new Mac tells me that my Amiga 040 and graphics card runs considerably faster than his Mac. Not bad for a $40 shareware program from the Aminet.

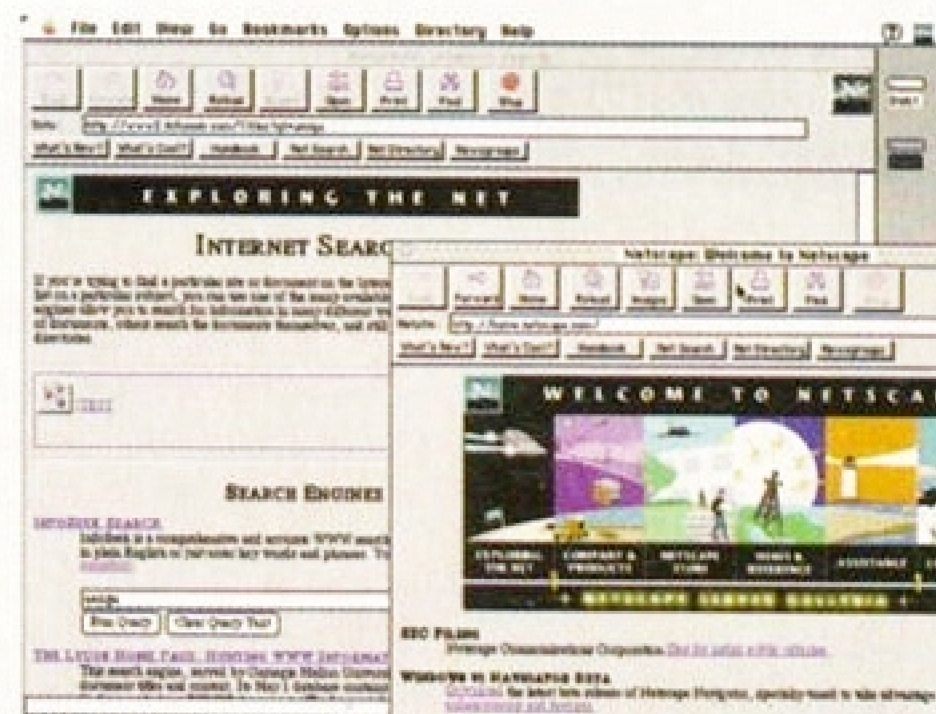
You will also need a copy of an Apple Mac ROM image; not the easiest thing to obtain. If you don't happen to own a Mac, you will need to try to discover a dealer willing to sell you the necessary chip and also find some way of putting it on to floppy. It can be a rather difficult process.

With the Mac-emulation running, you can then use the Mac-version of *TCP/IP* to dial into an Internet service-provider and run all the usual Mac tools: *Fetch* for FTP; *Eudora* for mail; *Nunteus* for news; and *NetScape*.

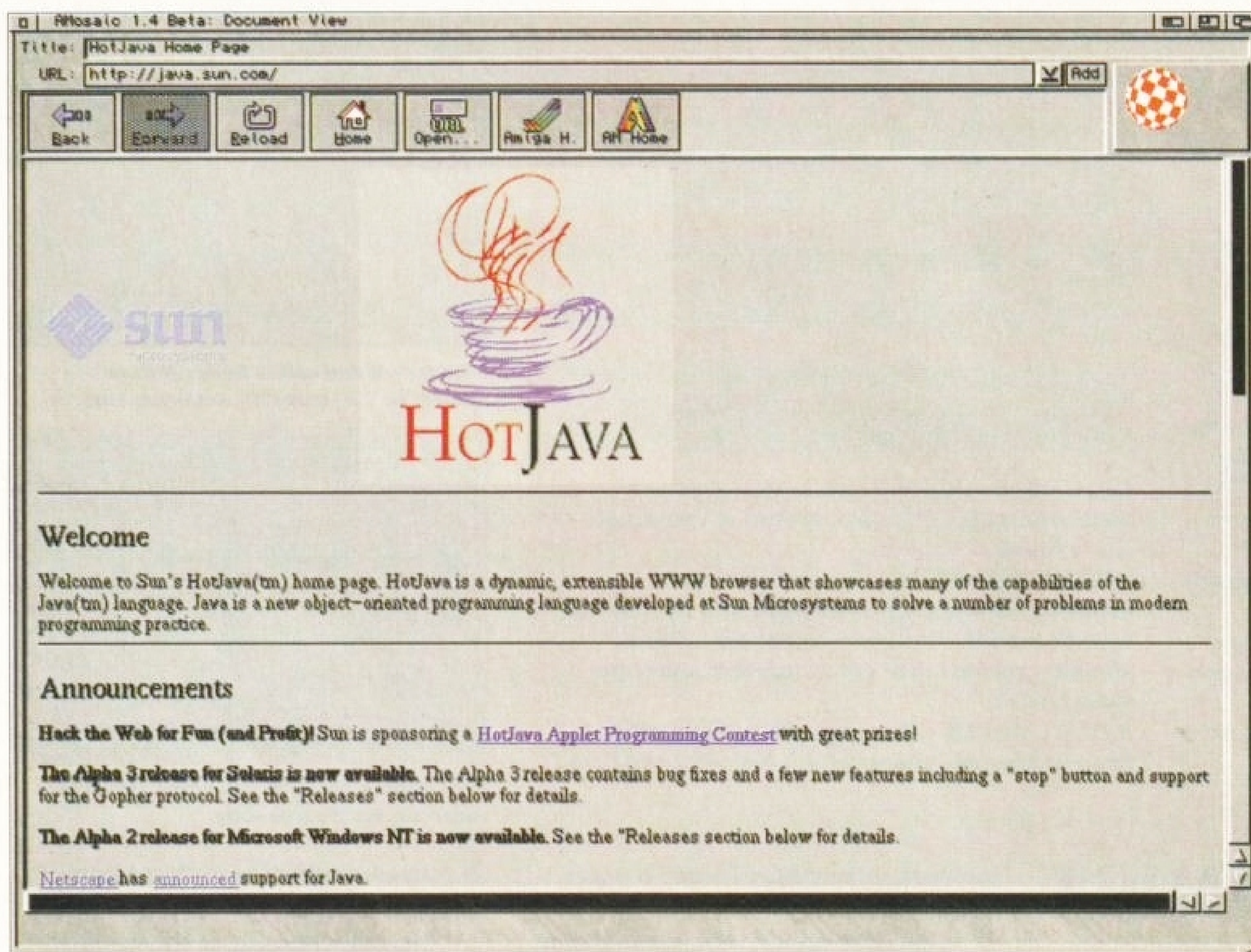


ShapeShifter running on a Workbench window. It is limited to two colours in this mode – spot the coloured Amiga window in the foreground.





NetScape v1.1 for the Mac, running on an Amiga. How do you know this isn't simply a snapshot from an Apple Mac? Well, you'll just have to take my word for it, that's all. This 256 colour mode requires a graphics card, so don't think you'll be able to get a display like this on an unexpanded A1200 – sorry.



It has to be said that, occasionally, *NetScape* seems to hang when running on *ShapeShifter*, requiring a reset of the Mac-emulation of the Amiga, or both even. However, it seems to work most of the time and I have a feeling that making it more stable is only a matter of fiddling with some preference settings and caching options.

HotJava is not quite as advanced as NetScape... yet. Sun's open approach could mean that it will eventually reach the number one spot.

THE FUTURE OF THE WEB?

NetScape is very smart indeed, but it is no longer the hottest thing happening on the Net. Sun Microsystems is the name behind this invocation, which builds on normal Internet Web browsers.

The new piece of software which is causing the stir is *HotJava*; a new browser. *HotJava* differs from *NetScape* and *Mosaic* in that everything is automatically configurable by the software.

For example, if an image is stored in a new file-format, *HotJava* will also fetch the necessary viewing-software at the same time as the file. The user sees nothing special happening, other than the image appearing on the screen.

This is made possible by the Java programming language which *HotJava* understands. Java is a bit like C++ and offers an object-orientated environment – in other words, it's a pretty advanced programming language which has little in common with AMOS or BlitzBasic.

The Java programs are called "Applets" and their purpose is to add features to pages which the browser simply hasn't thought of – such as animations, sound and film clips. The browser becomes totally flexible and the result will be more like an interactive game, than a static page of text and images.

Animations and sounds are generated locally, using the resources of the client-computer, rather than relying on information to be downloaded.

Currently, there are two alpha versions of the *HotJava* browser: one for SPARC-based Solaris machines and the other is for Microsoft Windows NT. This is hardly affordable hardware, but raw processing power is required to make the most of the new features.

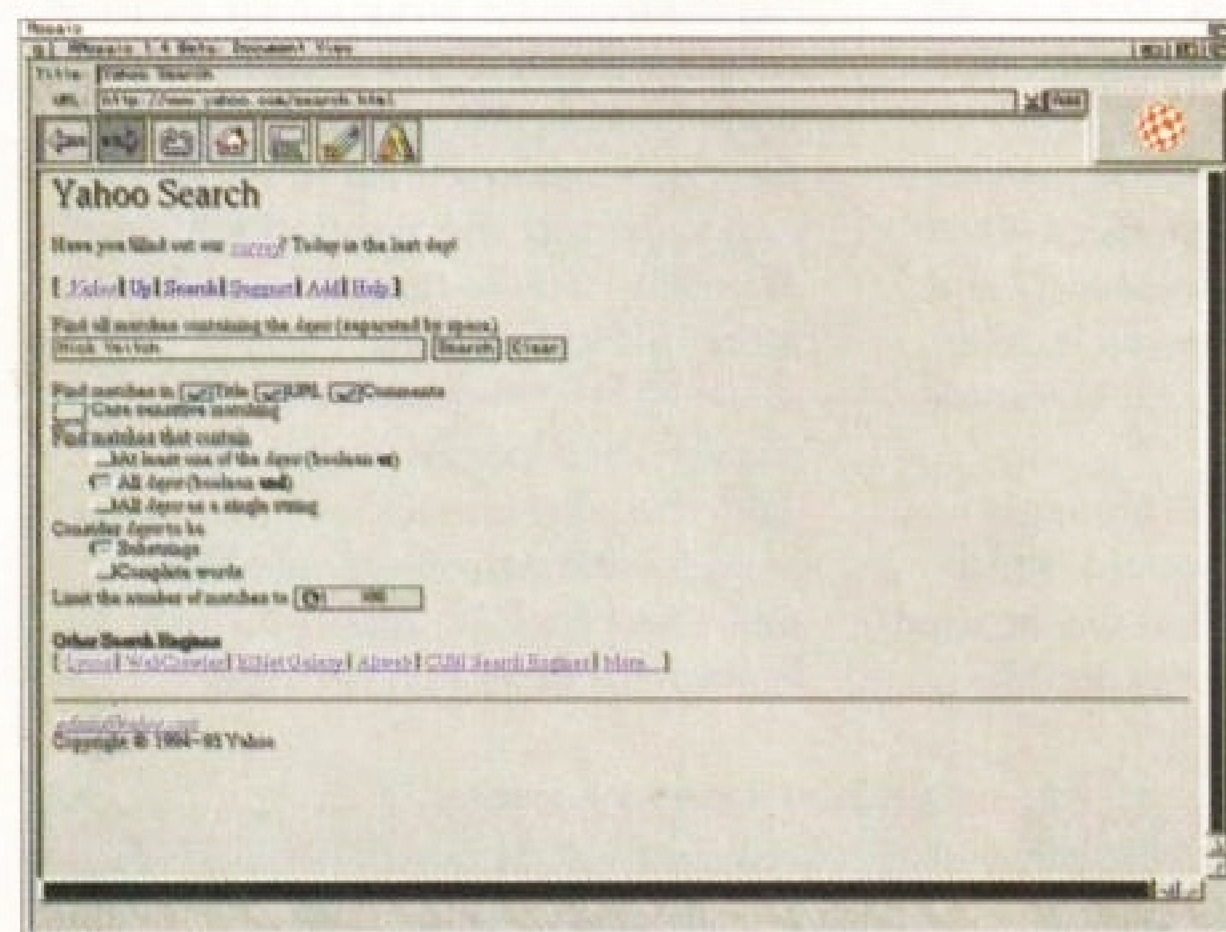
However, Sun have also stated that there will be official Mac and Windows '95 versions as well, and the Mosaic Communications Corporation have committed themselves to building support into their *NetScape* browsers.

Thus, it would seem to be possible to run *HotJava* by using the *ShapeShifter* method, but the really good news is that plans are afoot to port it to the Amiga.

The P'Jami project has been set up to create an Amiga version of Java and *HotJava*. There are mailing lists available if you are interested (see the P'Jami home page for details).

An Amiga *HotJava* client would neatly sidestep the lack of *NetScape*, because many people believe that *HotJava* could very well take over completely from *NetScape* to become the standard browsing software.

(John Kennedy can be reached at johnk@infosys2.thegap.com)



Forms-support at last. Amongst other things, this will now help you to use *FutureNet* properly.

OTHER AMIGA BROWSERS

Things have been strangely quiet on the Amiga browsing front. Lack of time has kept my own *Balloo* project from getting the attention it deserved, but there are rumours of other programs.

Jesse McClusky (thought@eskimo.com) is busy working away on *WebLink*, which takes an HTML viewer and modularises it. This sounds vaguely like the way in which *HotJava* works, but also adds scope for integral-mail and news-reading software. Whatever Jesse comes up with should be well worth investigating, though.

AMIGA RESOURCES ON THE WORLD WIDE WEB

- ***Amiga Mosaic home page*** http://www.omnipresence.com/amosaic/
All the latest information on the Amiga's own Web browser and Web servers. Go here to download *AMosaic*.
- ***Amiga home page*** http://www.omnipresence.com/Amiga/MainPage.html
News, views, rumours and links to other Amiga sites.
- ***Amiga Format home page***
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- ***Amiga Web Directory***
http://www.prairienet.org/community/clubs/cucug/amiga.html
The ultimate collection of Amiga sites – an incredible number of links, plus news and pictures. Check it out as soon as you can.
- ***Aminet*** http://wuarchive.wustl.edu/pub/aminet/info/www/home.html
One of the several sites that contain the definite collection of Amiga Public Domain and shareware software. Incredibly useful.
- ***ALynx*** http://www.fhi-berlin.mpg.de/amiga/alynx.html
Home page for this useful tool.
- ***P'Jami*** http://metro.turnpike.net/N/NiallT/hotjava.html
The Amiga *HotJava* porting project home page.
- ***HotJava*** http://metro.turnpike.net/N/NiallT/hotjava.html

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4570 Boot X 5.23B
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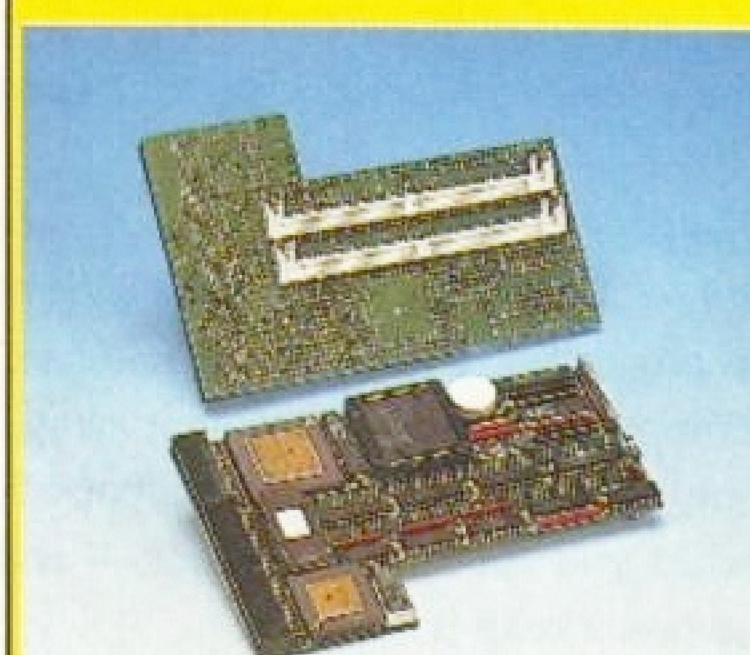
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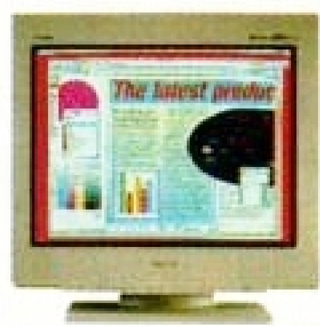
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SCREEN PLAY

The first *Doom*-clone on the Amiga or a mere pretender? Can Black Magic's *Gloom* supply the ammunition? .. page 45



The conversion of *Super Streetfighter 2* takes its Amiga bow this month. But is it any good? Check out page 51.

Gloom

AMIGA FORMAT GETTING CLOSER



It's difficult to keep up with the software companies at the moment. Games we thought were just about ready for release are being shelved, while others are on hold. Core Design's *Big Red Adventure* has died a death, *Rise of the Robots 2* has fallen by the wayside and the eagerly-awaited *Chaos Engine 2* won't see the light 'til January '96.

I'm sure that once the softies see the Amiga back in the shops, they'll jump back on the bandwagon. One or two might just find that the next-generation consoles aren't quite the Nirvana they thought.

Thankfully, there are a couple of cracking games this month. *Gloom*, the first of the *Doom*-clones is finally in our laps, and with contenders *Fears* and *Alien Breed 3D* nearing completion, we should all be lurking in corridors, strafing odd-looking creatures in the coming weeks. The *Super Streetfighter 2* conversion also throws its hat into the ring – hop to page 51 for the low-down.

You may be wondering why we've dropped in the solution to the second part of *The Secret of Monkey Island 2; LeChuck's Revenge* in GameBusters. Well, we still get so many letters, we thought we'd try and pre-empt you.

Steve Bradley

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

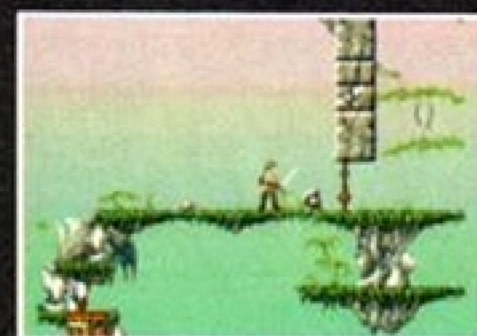
40-49%
Overwhelmingly poor quality games with major flaws and appaling gameplay.

Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

THEY'RE ON THE WAY page 39

Audiogenic are holding the Amiga torch. We check out their latest arcade/adventure *Odyssey*, as well as a new cricket game. Also, more pics of *Tiny Troops* and a glance at a coin-op conversion of *Primal Rage*.



ODYSSEY: Fight the King and rescue the wizard.



PRIMAL RAGE: A fantasy dinosaur beat-'em-up.

REVIEWS

Preview p39
Charts p42
Gloom p45
Super Streetfighter 2 .... p51
Brutal: Paws of Fury p55
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The games that are nearly ready, but not quite, are ideal fodder for the section we call Previews. Steve Bradley, once again, presents...

Previews





Don't just look at the screenshots, play the Coverdisk demo for heaven's sake. That's what it's there for. Here's a clue. Collect the key and you may be able to open a...

ODYSSEY

1Mb Amigas, Audiogenic
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Audiogenic are promising to support the Amiga. And if truth be known, they're one of the few softies who have firmly nailed their colours to the mast. While others flounder, bluster and claim to be "watching the situation carefully, before making a move", the house that brought us Graham Gooch's Cricket and the excellent platform/puzzler Bubble and Squeak, are busy working on their next releases.

If you've hopped around the Coverdisk caves this month, you will already have a good idea about *Odyssey*. If you haven't, go, and do it now, and join the rest of us later. It's an adventure game, but one which involves vigorous arcade action, similar in some ways to their excellent game Exile and to Delphine's brace, Another World and Flashback.

It's quite astonishing that there are so few games of this style. The aforementioned are all excellent and even two years down the line, few games look as chop-smackingly splendid as Flashback and even fewer can match the fluid movement of the main protagonist.

Odyssey maintains the style of this infrequent sub-genre, pitting a wizard's apprentice (that's you) against the potent might of an evil king, who has seen fit to kidnap his sorcerous pal. Your task is to rescue the wizard, travelling through seven huge islands in the process, including the final reckoning, the king's castle.

The islands have slightly different graphic styles, though the classical emphasis of the demo is very much adhered to throughout. In Exile, some of the puzzles are ridiculously difficult to solve and, at times, you're relying on inspiration, rather than perspiration. *Odyssey*, though, takes a more logical stance, but don't go thinking it's a walk in the park.

The game is in the final throes of testing and we'll be delighted to bring you the comprehensive review next month. Until then...

SOMEBODY'S FAMOUS CRICKET

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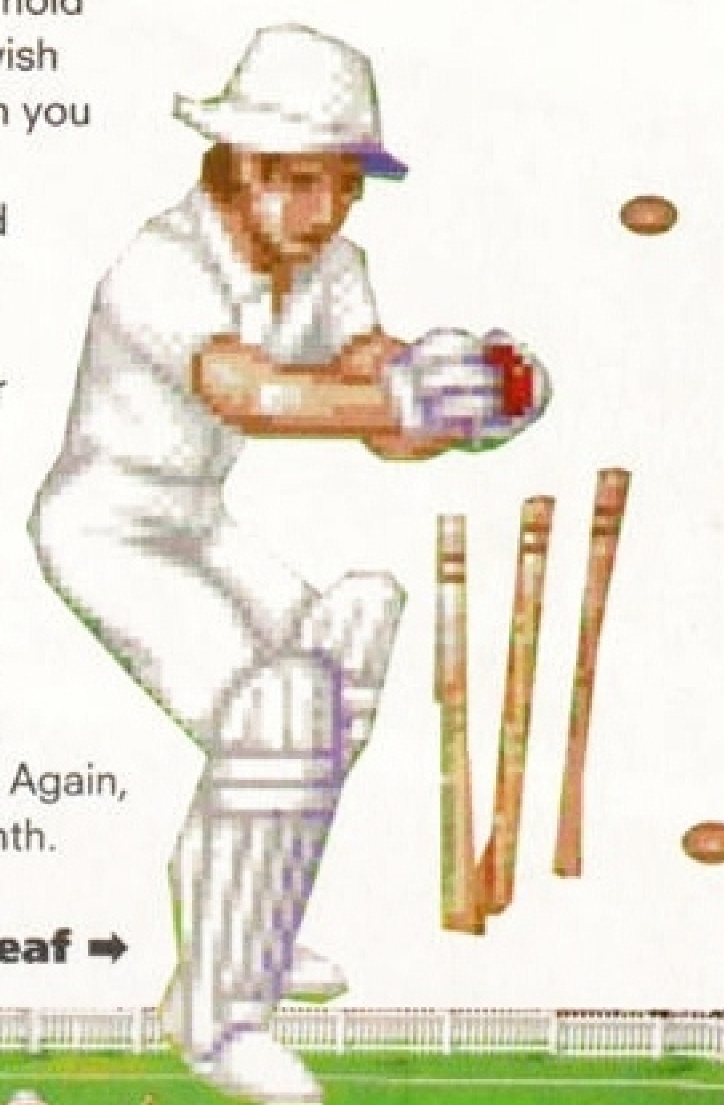


Another cricket game from Audiogenic, and the football season is almost upon us. Hurry up and finish it. Soon.

Cricket has long been a favourite at Audiogenic, so it comes as no surprise to learn that they're currently revamping their Graham Gooch affair. However, there will be a new licence this time around, the most likely candidate, a retired cricketer who recently wed...

Go on, have a think. Mind, we bet Darren Cork is gutted. Changes, then. Visually, it will look the same, but the batting, bowling and fielding has been comprehensively re-written. There will be a 'six-hit' option where you hold down the fire button as you swish the bat, a fine preference when you need runs quickly.

Also, the bowlers are rated differently and there are more variables – it's easier to bowl accurately with a better bowler – and a manual fielding option allows you to throw the ball to both the batsmen and the bowler's end. Triffic, and those with the original will be able to upgrade to the new game at a purse-friendly price. Again, expect the full review next month.



Continued overleaf ➡



Don't expect Audiogenic's cricket game to *look* any different. However, you will be able to hit sixes and, when fielding, choose which end to throw the ball.





The screenshots of *Primal Rage* that we were sent turned out to be useless, so we had to go cap-in-hand to our friends on Sega Power. And, thankfully, 'tis the MegaDrive version Probe are converting.

← PRIMAL RAGE

1Mb Amigas, Time Warner Interactive 01604 602800

It's kind of worrying when we receive press-releases and beneath the game title, a trumpet blows: "Product overview". Yeeeuuurcchh. "About the game", or something, would have been far more polite.

Anyway, *Primal Rage* is the game and mega-corp Time Warner Interactive are responsible for "Product overview" (erk, again).

Primal Rage is a fantasy dinosaur beat-'em-up, currently undergoing conversion from the successful coin-op, with an expected release-date of October. It's heading for every platform you can think of and probably some not yet invented. The best news is that it's being converted for all 1Mb Amigas.

Probe, who recently converted the extremely successful Mortal Kombat II, are again at the helm, which should at least ensure that it's better than Rise of the Robots. And it will rear its fearsome claws in the month of September. or October.

Seven different dinosaurs do battle in *Primal Rage*. The beat-'em-up is not yet extinct.





Better than Rise of the Robots? We'll find out in October. Oh, it will be...

TINY TROOPS

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In an act of unashamed over-indulgence, just two months on from the first shots we brought you of *Tiny Troops*, here are some more. Because we like the look of it. A cute strategy-game with six worlds and 72 battles to, er, battle, it looks like a cross between Micro Machines and Cannon Fodder.

The action is controlled using a mouse and on-screen Interface, and there's a handy map which shows the whole level. Along the way, you head on rescue and assasination missions, which take place in Micro Machine-esque household venues. The game is due for release in early September, so ear to the wall with a drinking glass.

TINY TROOPS



The icon-based Interface is the means through which you control the blighters.

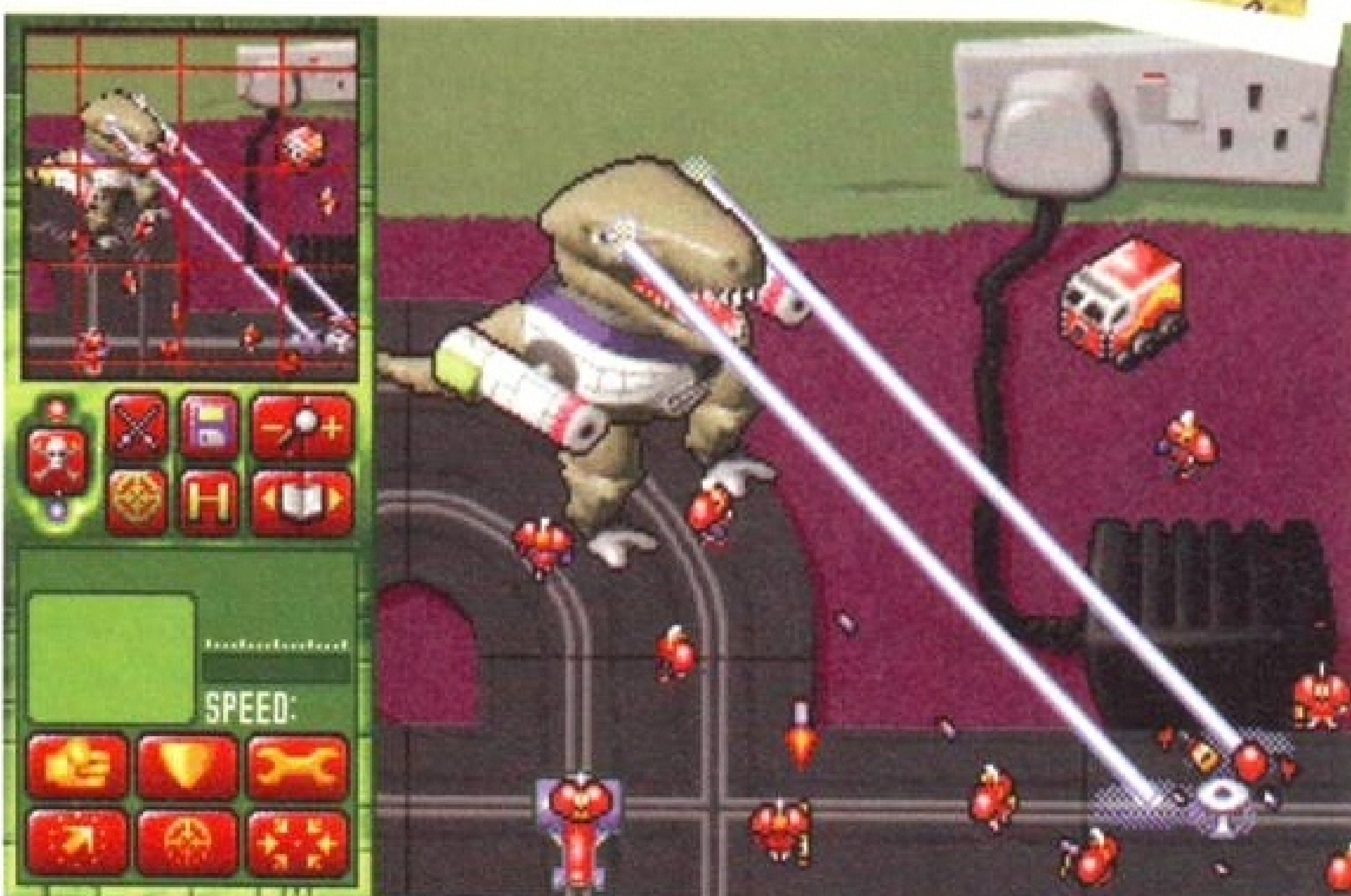


Even the most eagle-eyed among you will be hard-pressed to see what's going on here.



Look out for the *Tiny Troops* Coverdisk demo in the next couple of months. Promises, promises...





A Tyrannosaurus Rex with laser-eyes wandering a Scalextric track. Yesterday.

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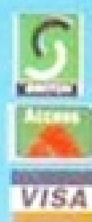
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After the phenomenal *AF* rating of 95%, *Colonization* has hit the top of the charts. These two events are surely connected, we hope you'll agree...



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The Top Games

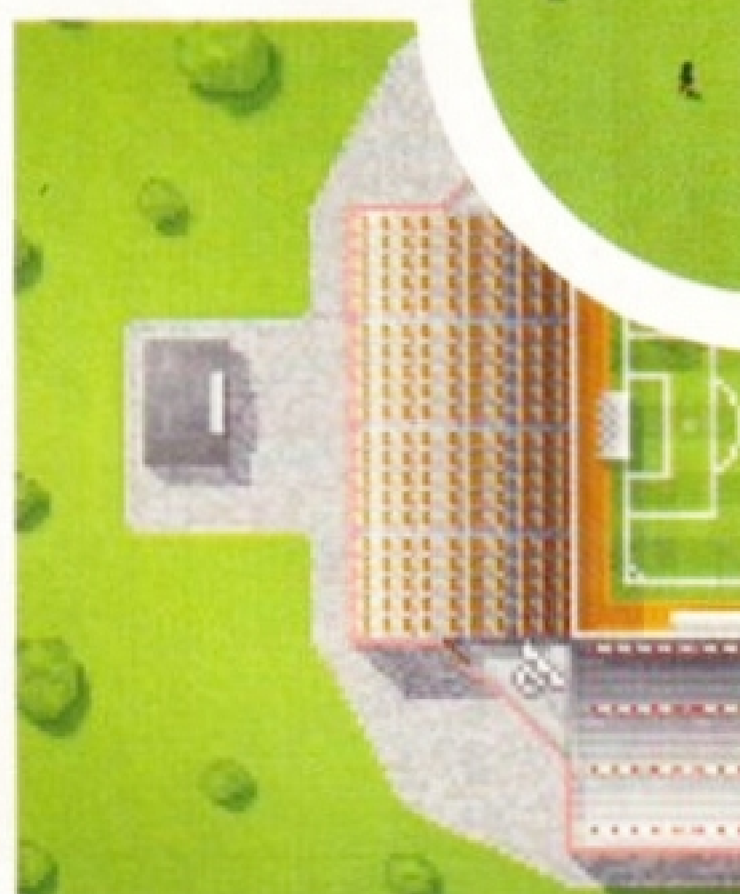
CLOCKWISE FROM LEFT: *Colonization, Super Skidmarks 2, Ultimate Soccer Manager, Premier Manager 3.*

CENTRE: *Sensible World Of Soccer.*

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk.computing/amigaformat.html











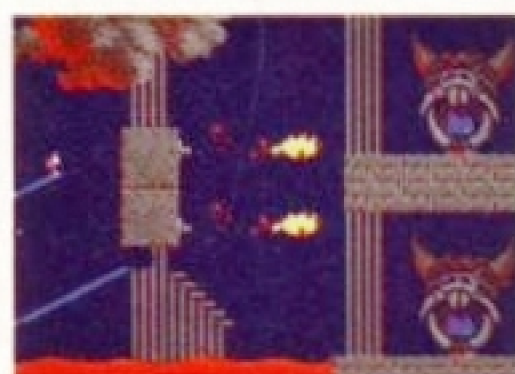
BRIAN LARA'S CRICKET: OK, OK, let's not get excited here. Lara's Cricket is a renamed Graham Gooch, especially for the GameZone retail outfit.

Top-10 CD32

1	**Rise Of The Robots** Mirage	18%
2	**Microcosm** Psygnosis	80%
3	**Lemmings** Psygnosis	FG95%
4	**Super Putty** System 3	FG91%
5	**SuperSkidmarks** Acid Software	FG92%
6	**Soccer Kid** Krysalis	FG93%
7	**Subwar 2050** MicroProse	83%
8	**Theme Park** Mindscape	79%
9	**PGA European Tour** Ocean	83%
10	**Sabre Team** Krysalis	86%



RISE OF THE ROBOTS: A game totally lacking soul tops the CD32 charts. Why?



LEMMINGS: These ever-popular, mindless, little creatures have made it to a third place.

THIS MONTH'S FULL-PRICE TOP-20

1 (-)	**Colonization** (MicroProse)	FG95%
2 (1)	**Ultimate Soccer Manager** (Impressions)	84%
3 (5)	**Premier Manager 3** (Gremlin)	85%
4 (2)	**Super Skidmarks** (Acid Software)	FG92%
5 (3)	**Sensible World Of Soccer** (Renegade)	FG95%
6 (18)	**Theme Park** (Bullfrog)	FG91%
7 (RE)	**Skidmarks** (Acid Software)	FG90%
8 (20)	**FIFA International Soccer** (Electronic Arts)	79%
9 (7)	**Jungle Strike** (Ocean)	87%
10 (8)	**PGA European Tour** (Ocean)	83%
11 (9)	**Manchester United: The Double** (Krysalis)	59%
12 (14)	**Kick Off 3** (Anco)	75%
13 (6)	**UFO: Enemy Unknown** (MicroProse)	FG90%
14 (10)	**Cannon Fodder 2** (Virgin)	FG90%
15 (13)	**Rise Of The Robots** (Mirage/Time Warner)	18%
16 (-)	**Tactical Manager** (Kompart)	55%
17 (11)	**Championship Manager Italia '95** (Domark)	65%
18 (12)	**F1 – World Championship Edition** (Domark)	76%
19 (RE)	**Tactical Manager** (Kompart)	FG95%
20 (RE)	**Frontier: Elite 2** (Gametek)	83%

Top-10 Budget

1	**Brian Lara's Cricket** Audiogenic	(Not reviewed)
2	**Super Methane Brothers** Guildhall	82%
3	**World Class Rugby** Audiogenic	64%
4	**Kingpin** Team 17	67%
5	**Indiana Jones** Kixx XL	FG90%
6	**Cytron** Psygnosis	(Not reviewed)
7	**World Of War** Guildhall	(Not reviewed)
8	**Mortal Kombat** Virgin	74%
9	**Premier Manager 3 Multi-Edit** Gremlin	(Not reviewed)
10	**Battle For The Ashes** Audiogenic	(Not reviewed)

Top-10 A1200

1	**Ultimate Soccer Manager** Impressions	84%
2	**The Lion King** Virgin	69%
3	**UFO: Enemy Unknown** MicroProse	FG90%
4	**Football Glory** Kompart	80%
5	**Sim City 2000** Maxis	FG90%
6	**Premier Manager 3** Gremlin Interactive	85%
7	**Rise Of The Robots** Mirage	18%
8	**Roadkill** Vision	80%
9	**Civilization** MicroProse	FG95%
10	**Virocop** Renegade	83%

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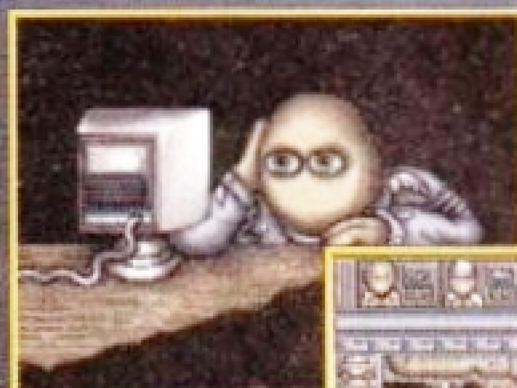
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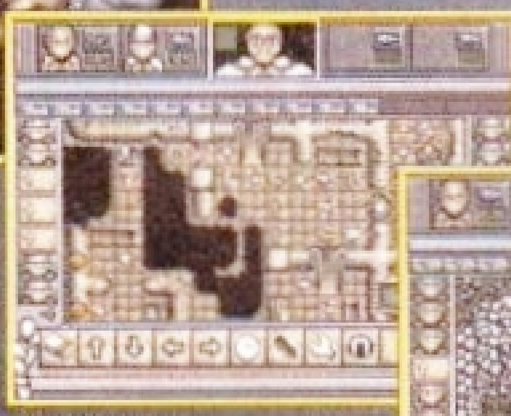


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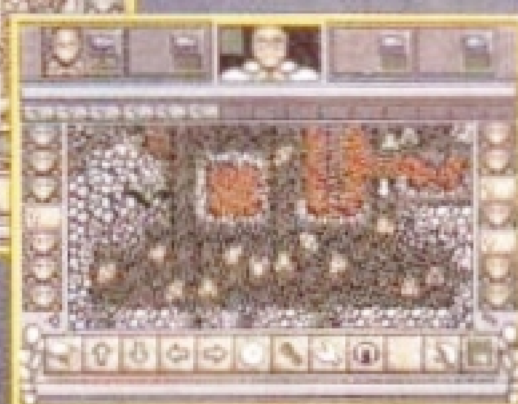
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And from a darkened tunnel, emerged a shaken, nervous fellow, clutching a plasma gun. Steve Bradley lives to tell a tale of gloom...



Gloom A1200



Cripes, a fearsome alien with a... no, it cannot be. He's sporting a pink jockstrap.

Some moons ago, we presented you with a double-barrelled Coverdisk of the first-person perspective shoot-'em-ups, Alien Breed 3D and Death Mask (*AF*71).

Death Mask wasn't exactly the Doom-clone the Amiga had been waiting for, limited fun though it undoubtedly was, and Team 17's impressive-looking Alien Breed *3D* has yet to see the light of day. Over the past few months, we've used the term Doom-clone rather often. Let me explain, for it's just possible that you won't understand the term (he said, desperately trying not to patronise).

Anyway, a couple of years ago, Doom broke on to the PC scene – a game which single-handedly revolutionised the machine. People actually bought a PC simply to play that *one* game. You see, the action is from the first-person perspective (through your eyes, basically) and a gun points your way forward. Roaming through tunnels, you blast everything in sight, pick-up boosters and head for the exit to the next level.

Doom has been converted to most platforms, though not the Amiga, and in the past two years the race has been on to produce a 3D-engine which can handle both the necessary pace and graphic detail to satisfy Amiga-gamers everywhere.

A real 'Doomster'

Step forward and park thyselves in the spotlit leather-seat coders Black Magic, friends of fellow Antipodeans Acid and Vision Software, for you are first in the tunnel.

So *Gloom* is the first 'real' Doomster to hit the Amiga. So what? Well, ever since Doom took the PC by storm, Amiga-owners everywhere have been looking forward to seeing a similar-style game for our machine. No matter that it's hardly an original idea, or that games of its ilk are available on PD – we want what they've got, only without the hassle of reconfiguring the software before you get to shoot anybody.

Black Magic's Mark Sibly has written (or been involved in) some of the best Amiga games, including Skidmarks, Guardian and Overkill, as well as ace programming language Blitz BASIC (and BB2), which is part of the development software for *Gloom*. The fine attention to detail prevalent in Sibly's previous titles is clearly in evidence here.

You can use pads, sticks, or the keyboard, play linked with a null modem cable and fiddle with the screen to your heart's content, adjusting the resolution, window size and graphic detail to suit. The resolution swaps the pixel size between large and small, and while the smaller pixels look better, they draw a mite slower.

Enough of that for now – we'll cruise past the plot at pace. You're teleported into a building and left with

■ You're teleported into the first level and left with nothing but a gun. Go for it big time.



Aaaaaarrrrrrggggghhhhhhhh. Aaaaaarrrrrrggggghhhhhhhh. Aaaaaarrrrrrggggghhhhhhhh. The ghosts can fly through the walls. The scariest bit ever in an Amiga game, for sure.

This is what the game looks like with all the graphic detail. Quite superb, we're sure you'll agree.





The skinheads appear once past the third level and despite their shortcomings in the weapons department, they pounce upon you and your health has gone.



Fear not, for they are but skinheads on an underground billboard. I think. The walls in the rooms are splendidly detailed, with panels and ventilators. They don't do much, though.

nothing but a gun, or a 'standard issue plasma cannon', as they're known, and there are people and things who want to kill you. That's it, son. Off you go and the best of luck.

Access doors, enhance weaponry and collect the jugs of health. By jove, it's a simple idea. No, the question most asked of the Amiga Doom-clones is, "how fast and detailed is the 3D engine"?

Gloom is fabulously proficient in this department. Not only does it *look* splendid, there is very little slow-down (though, in two-player, split-screen mode the brakes are sometimes on), even when you're confronted with a gaggle of 'cultists,' as the enemy soldiers are known.

Meaty and messy

Simple early doors. Gather the weapon boosters and unleash a volley of bullets at the hapless fodder, but I'd recommend you use the 'messy', rather than 'meaty' mode.

Messy leaves the enemy's limbs and flesh scattered across the floor, and this is a good thing, particularly when you're in the more complex levels later on – you certainly always know where you've been, though occasionally they serve to obscure the power-ups a tad.

Gloom is best played with the keyboard or CD^{32} pad, because you can sidestep left and right, a great means to dodge fire and re-adjust aim. And creep around corners.

No passwords, though, and with 21 mazes to scoot and not a map in sight, the only way to progress is through sheer diligence, learning the layout and the most economical ways to punish the fearsome fellows. Each maze has a secret room housing power-ups and some have bonus games (including Defender) and it's certainly worth checking every nook and cranny to locate them – they're generally found in parts where the scenery slightly differs.

Weapon boosters come in the shape of hovering fireballs and the green balls, in particular, are magnificent. When you get a full artillary, the next ball you collect slaps you with the mega boost, a double-barrelled blast.

It's one of the great feelings in a computer game, to march down a corridor, blasting enemy soldiers without taking on board so much as a scratch, their bodies exploding into a mushy morass. Corks, I hope my granny's not reading this.

After a bit of practice on the early levels, you learn the best routes to take, where the pick-ups and enemy are situated (and where you're likely to get ambushed), and how best to combat them, losing as little energy as possible en-route.

Importantly, the health bottles, which (obviously) boost your energy levels are often situated in the teleport exits to the next level.

To attain any success in *Gloom*, you need all your lives

***Gloom* is the first of the Amiga Doom-clones to be released and we wouldn't be surprised if it's the best.**

LOOK OUT



Cunningly, the exit door. Walk through.


Grab this and you become invisible.

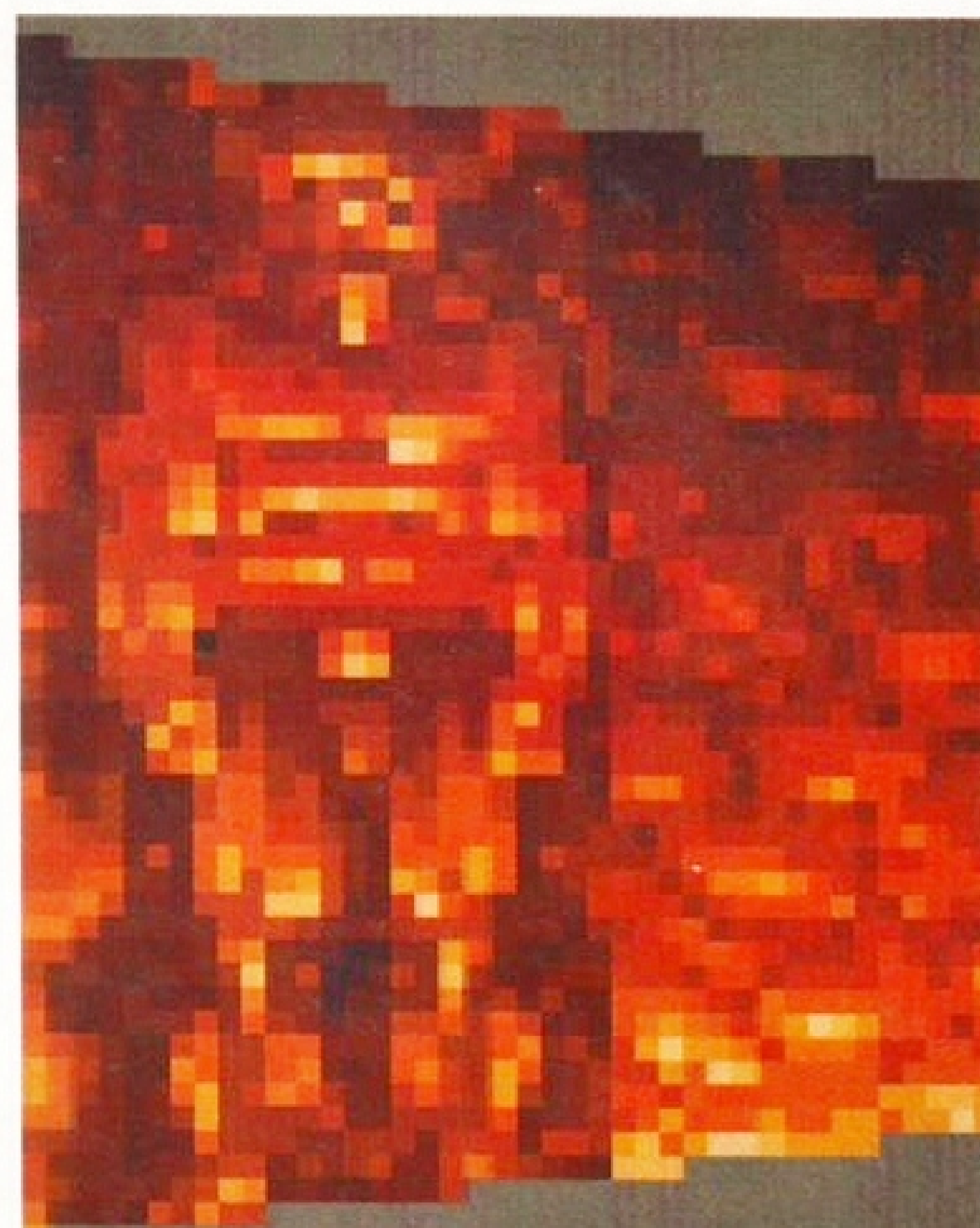

Erm, a weapon booster. More power.


Grab this and boost your health level.


Opens doors elsewhere in the level.


Open and run back. Enemy behind.


Aha, the secret door. As you wander, look out for slightly unusual, or seemingly out-of-place decor. Secret room?


And the good Lord said, "It doth appear that the Devil has cast his smalls into Lucifer's washing machine".

intact when hopping into the tricky, later levels, where the going gets mighty tough. And in the early stages, there are no extra lives to be found, so caution is the order of the day. Be careful, young man.

The levels are split into three main sections, each with contrasting decor and evermore menacing degenerates. Transparent ghoulies haunt the second phase, floating through walls, emitting green liquid when you punish their impudence, while flying devils with unfeasibly large teeth suck you in on the later stages.

Full-on blast

And it's not just a case of dashing the corridors, wielding the axe. Some levels have revolving rooms where you have to move as it rotates (rather like a revolving door), ensuring you sneak out at the right exit.

The worst thing is when you get squashed against the wall, watching your health rapidly deteriorate, before you make good your escape. Suddenly, a skinhead is charging towards you and before you can exclaim, "I'm armed, dangerous and practised in all the major martial arts", you're dead.

Really, there isn't anything here which makes you gasp in awe, it's just that *Gloom* works so beautifully overall. The two-player head-to-head games are dull in the extreme, though.

In Alternative's Death Mask, at least you could access a map and find out where your opponent lurked. And with the regenerating power-ups, you always had a chance to win the bout, even if the end was near on nigh, whereas *Gloom* is a straight, full-on blast with little else to offer.

Gloom's two-player, friendly option is far better (particularly on two Amigas with a null modem cable) and you can organise who scouts around which area, saving valuable time and energy in the process.

The sound. Crivens, the music is fabulous and the howling, screeching, and booming gunfire effects are entirely in keeping with the mood. And when you blast the poor blighters, their flesh splays to a reassuringly horrendous, squelching sound. But louder footsteps next time, please.

There are enough puzzles to keep the folk that like to creep around content and those with a penchant for destruction will not be disappointed.

Truly, *Gloom* is a fine game. I would have preferred a password system, even if there were only two for the next couple of phases. Main contenders, Fears and Alien Breed 3D, will be doing just dandy if they can attain this standard. Smashing! AF


The Darth Vader look-a-like moves like a cat and stings like a bee.

GLOOM

Publisher
Guildhall Leisure
01302 890000

Price
£25.99

Versions
A1200

System requirements
A1200/A4000

Release date
Out now

Graphics 9 out of 10
Just squint at those transparent ghouls. Mighty fine.

Sound 9 out of 10
Howls, grunts, screams, squeals, screeches snd quelches.

Addiction 8 out of 10
Oh yes, but it's a shame you have to go back to the start.

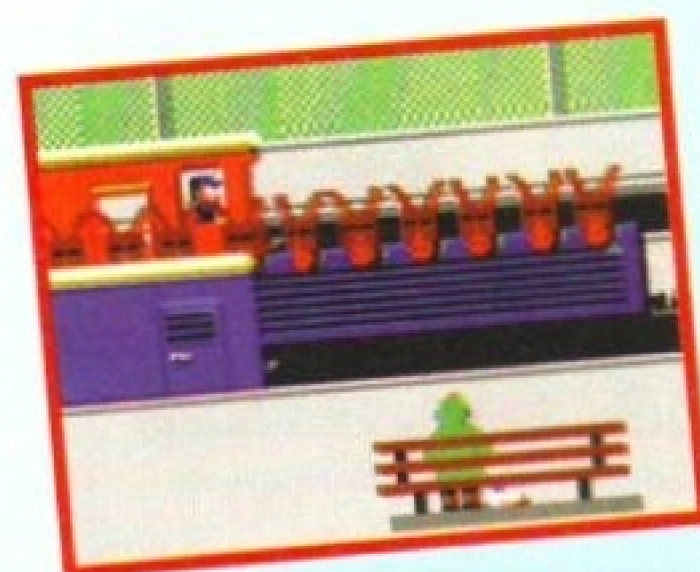
Playability 8 out of 10
Keyboard and pad great. Non-stick, if you please.

Overall verdict
A resounding success, *Gloom* is a truly fine shoot-'em-up, atmospheric and darned frightening in equal measures. Glory be!

91%

INTERNAL COMBUSTION

As the summer heat turns the AP office from a comfortable working environment into an EC law-breaking furnace, AP's decided to hit back by 'doing a Thelma and Louise' across much of South West England. The itinerary runs thus:



MONDAY: Stop off at Bath train station to test the fearsome authenticity of *Sensible Train Spotter* (the last Amiga Sensible game EVER) before putting it on the coverdisk along with a huge demo of *Behind the Iron Gate* and an astonishingly user-friendly *Gravity Power* level designer.

TUESDAY: Gun down a bigotted redneck in a pub car park, forcing the magazine into a headlong flight from the powers of law and justice.



WEDNESDAY: Cruise around nearby Nempnett Thrubwell in an open top '57 Chevy convertible, weighing up the merits of new overhead racer *Turbo Trax* from Arcane. A bold new step forward in racing games, or just a good looking rehash of every other overhead racer? We decide.

THURSDAY: Rob a convenience store in a polite and amusing manner.



FRIDAY: Start to get sunburnt. Realise that all this driving around has turned our minds to all forms of driving games, and formulate a comprehensive feature cursing and praising every racing game ever.

SATURDAY: Get cornered by the powers of law and justice. And Harvey Keitel. Drive off the top of Cheddar Gorge.

AMIGA POWER

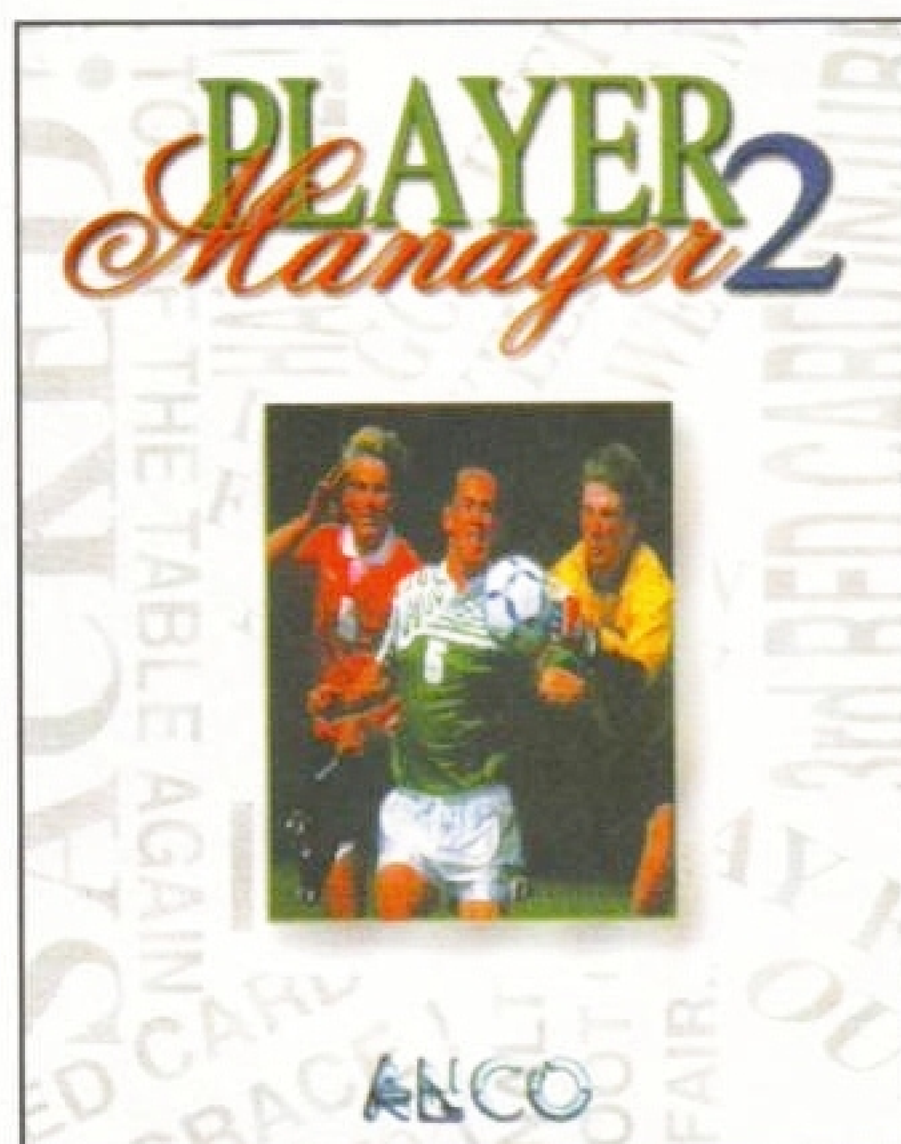
The closest to a girl/buddy/ road movie you're ever likely to see presented as an Amiga games magazine.

Issue 53's out and cruising the highways on August 17th.

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PLAYER Manager 2

94%
RATED



OVER TO THE PANEL...



92%
RATED

"Player Manager 2 is verging on unmissable. Everything you'd ever need in this type of game is included. The original Player Manager was superb but this surpasses it in every way imaginable! Totally recommended for all Amiga owners." **Amiga Action 92%**

"The tactics editor is nothing short of amazing... Player Manager 2 has great depth and lastability... Anco have produced a second game worthy of the name Player Manager. Realism, lastability and playability were the hallmarks of the original and PM2 has upped the stakes." **CU Amiga 86%**

"It's here now and it's been worth the wait... Take the playability that wowed games from Kick Off 2 and add practically every dimension of football management and you've got Player Manager 2." **CVG 85%**

"The most in depth and exciting management game ever" **Match Magazine**

"If you want a serious statistical football game with plenty of thrills then Player Manager 2 comes top of the list" **Amiga Computing 94%**

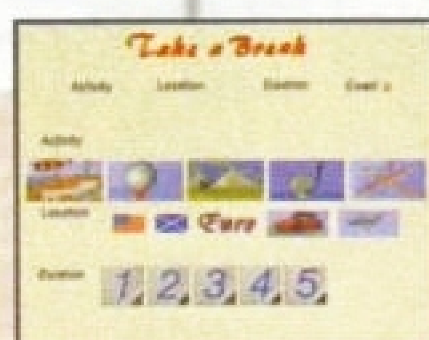
FEATURES

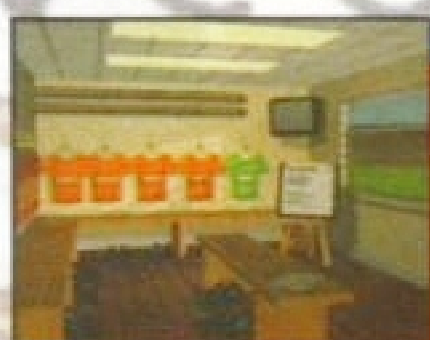
- 1-4 players.
- All the domestic and European Cup competitions.
- Four different playing views - isometric, perspective and two top down views.
- Match Reports, hot news, Alan Hansen's pre match comments.
- Tactics Designer with powerful Ray Trace facility.
- Active transfer and loan markets.
- Stunning graphics.
- Play as a team or in position.

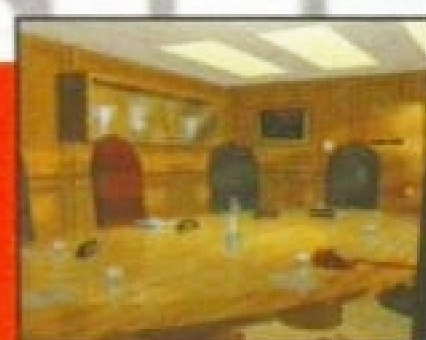
PC CD ROM: £29.99 **OUT - 19th JULY**

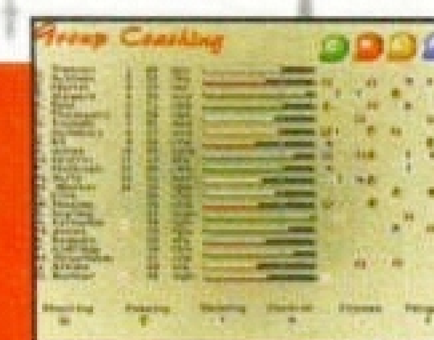
"On the field or off, there isn't a game that can touch Player Manager 2" - CVG

ANCO UNITED

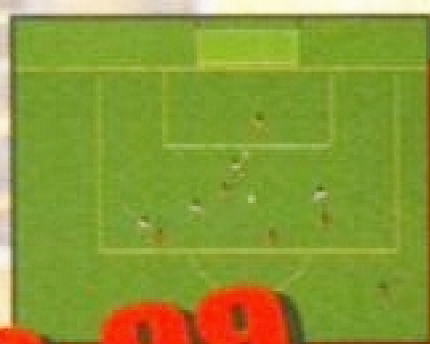




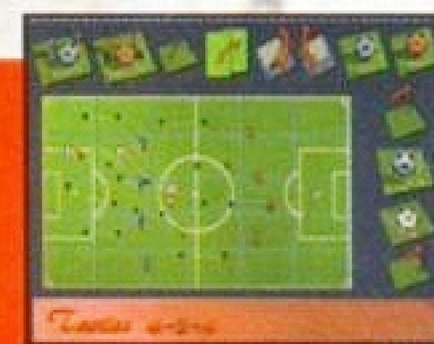












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ANCO

Published by Anco Software Ltd, Unit 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 01322 292513 Fax: 01322 293422.
Screenshots are illustrative of gameplay only and may vary from format to format. Requires a joystick.



The most famous game ever, in the history of all things finally pops its head through the Amiga door. But does it sting like a bee?



Super Streetfighter 2



Balrog is the puncher of the pack, a man with fearsome, red, leather fists. Sadly, he neglects to look up, as T. Hawk prepares the bury the hatchet. Right into his skull.



Unfeasible movement of the body, here, while the band plays on.



A challenger to Shadow Fighter and Mortal Kombat for the finest Amiga beat-'em-up.

Pugnacious affairs have long been a popular computer game pastime and, particularly prevalent over the last five years, a major player in the MegaDrive and SNES *revolution,* dare we use such a word.

The Amiga has been very much the poor relation in the family of beat-'em-ups, a machine not thought suitable for the bruising battle. Yet it's still here, bright and breezy, ready to take on all comers, long after last orders has been called and the tap room emptied, the custom forlornly staggering into the street, looking for the nearest kebab house. Ahem...

Sure, we Amiga fellows generally work with only the one-button stick, while their pads have buttons galore, but there's more to it than that. Perhaps the image of the home computer has left it far removed from what, let's face it, is one of the finest, most playable, most competitive of game genres.

Road warrior, too

A genre that has even spawned professional gameplayers in the United States. The consoles are the ideal platform for beat-em-ups, but that doesn't mean that the Amiga can't fight it out with the best (or should that be, the rest?) of them. Gremlin Interactive's Shadow Fighter proved such, and the Amiga version of Mortal Kombat 2 kicks bottom with a steel-toed cap.

Not that most *AF* readers actually *like* beat-'em-ups. Our reader surveys suggest that only those of you aged 12 and under go for them in a big way. And we've been accused by softies of not liking beat-'em-ups, but, then, they've accused us of not liking platform games either. Nonsense. We embrace you all.

Super Streetfighter 2 is perhaps *the* most feted of beat-'em-ups, a game that our friends on console magazines *GamesMaster, Sega Power, Total!* and *Superplay* will wax lyrical long after the cows are snoring soundly. And, of course, we're never going to accept second best, without so much as a whimper .

"Hello. My name is Ryu and I'm the principal character, the finest all-round pugilist and the most popular person ever."



SOME FIGHTERS, YESTERDAY



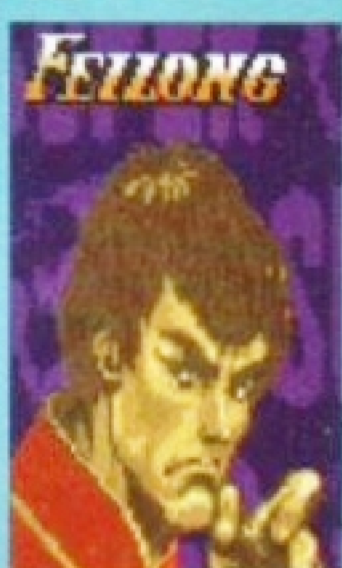
The one with the boxing gloves.



The lass with the fancy haircut.



Thumbs aloft from Dee Jay. Beware.



Our techie-head's favourite character.



Now would be an excellent time for E. Honda to offer his 'Invincible Head Butt' – then he could kill the Blond People.



Hi-jinks in Hawaii and while the combatants perform unfeasibly athletic manoeuvres, the band plays on, the dancers jive and the world rejoices to the might of the beat-'em-up.

SUPER STREETFIGHTER 2

Publisher
US Gold 0121-606 1800

Price
TBA

Versions
A500/A600/A1200

System requirements
1Mb (make that a hard drive)

Release date
Mid-August

Graphics 6 out of 10
Play the game, but don't expect graphic finery.

Sound 6 out of 10
Hollering, grunting and dodgy music.

Addiction 9 out of 10
Fabulous off a hard drive. Otherwise, no.

Playability 9 out of 10
Moves and combos galore. Smashing.

Overall verdict
"Marvellous gameplay is the key to this conversion. You won't be wowed visually, but learn some combos and you're in a pugilist's heaven."

88%

■ Each character has a host of special moves and stunning combinations.

Why the heck should we? After all, the Amiga is the machine where the talented writers learned their craft.

OK, maybe we're getting just a little paranoid here? Games are games, and no-matter which format they grace, playability shoots heavenward, but I guess we occasionally get the feeling that the Amiga is an afterthought. "C'mon then, let's do an Amiga version, shall we? They've still got a user-base most platforms would die for and, heck, the other versions have been out for over a year now."

Super Streetfighter 2, Amiga version. Seven disks, eh? Blimey! First impressions are that, well, the backgrounds are a might shoddy and, erm, gosh, the sprites aren't quite as big as they could have been.

And there is no way you can play this game using a single disk drive – you swap disks up





The harbour, marketplace, goods yard, train station and exotic palace are favourite venues of beat-'em-up programmers. And they must have people in the background punching air.

to four or five times for one bout and replaying the same bout can take some two and a half minutes of loading time.

Even those with extra drives will find it extremely painful. Mercifully, it's hard drive installable and this, I suggest, is a pre-requisite when considering a purchase.

Virtually fighting

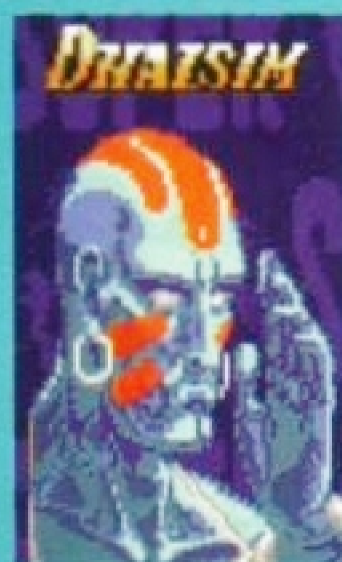
Right. Confessions time. I've never popped round to our friends on the console magazines and pummelled *SSF2.* Sure, we all piled over for a game of Virtual Fighter on the new Sega Saturn late last year, but we're not holding our breath for the Amiga conversion of that.

But our esteemed Technical Editor, Mr Sandiford owns a SNES and is a keen fan of the pugilist arts; he reliably informs me that the cartridge is a dream to load, the game runs faster, the sprites are bigger and the backgrounds more detailed. On to the SNES version…

OK, OK. But all the moves are here and they're much the same as the other versions. Of course, as soon as I challenge the tech-head, he knows all the manoeuvres, doesn't he, because we're using CD[32] joypads which utilise all the buttons. And I'm taking a righteous kicking.

He whacks a couple of buttons, then deftly rolls his thumb around the pad and Ken is flying at me, putting on the combos in style and the bout is done and dusted before you can exclaim, "it's all right for you, you know all the special moves".

WELCOME OUR FRIENDS, PLEASE



Blue man with red stripes and no hair.



Fat bloke with a Japanese car.



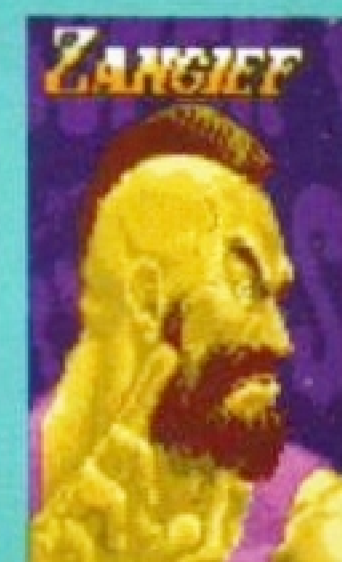
Hair remains cool in the face of adversity



Tommy Hawk is a dreadful fighter.



Get you hair cut and your nails filed.



Mad bloke fond of purple vests.

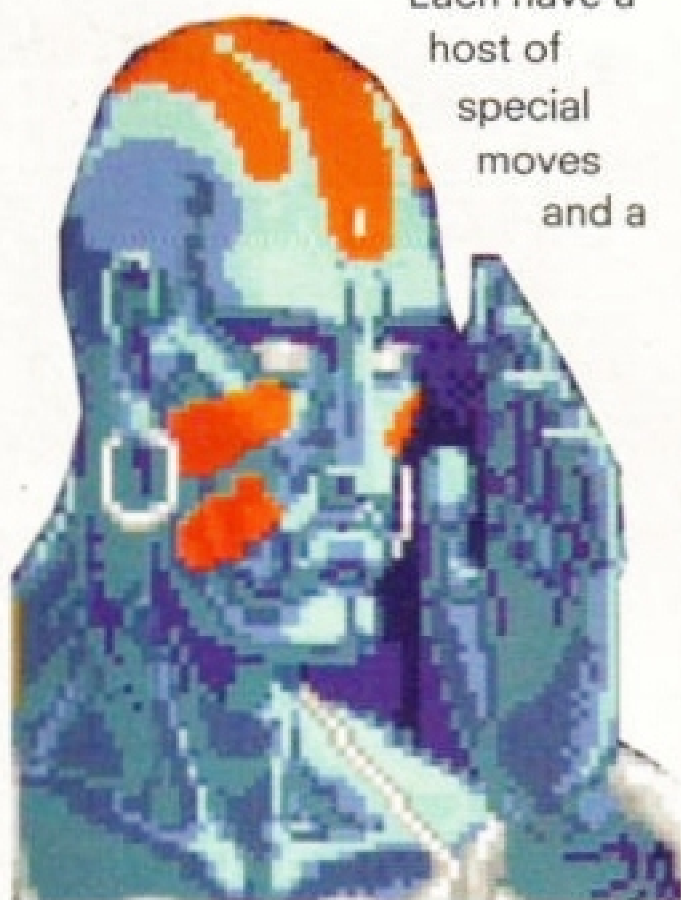


Blanka's top move is the Electricity combo, a cunning mixture of skill and full-on, connected-to-the-mains high jinks. Guile, in return, can offer flashing fireballs.

Chun Li, God bless her, is lying in a heap. But then, young Sandiford has battered many a challenger into submission at trade shows. Mind, he can't beat me at Sensible Soccer. Some consolation, I guess, but give a few more days practice and I'll be able to send fireballs straight for the mid-riff.

Combo and Cleggy

There are loads of fighters and locations in *Super StreetFighter 2*. You can punch your way through continents, choose from a range of 16 different characters, some with fists of concrete, others with a Cantona-esque drop-kick.



Each have a host of special moves and a variety of combinations and some are quite stunning.

Ryu is reckoned by many to be the finest all-round battler, but our man with the deft thumbs considers Feilong to be superior by far. I like Rhei, the skinny little waif of a rat from Brutal: Paws of Fury. He's cool.

Learning each character's intricacies is a game within a game, discovering how different manoeuvres work against the range of opponents.

Some can counteract certain fighters with a particular combo and, best of all, the whole cult surrounding the game suggests that some moves are highly dishonourable and many is the young scamp that has taken a cuff around the ear in an arcade affray, which has become more of street fight than a *Streetfighter 2* one.

Super Streetfighter 2 is up with the best of Amiga beat-'em-ups; the sprites move fluidly and, despite the rather poor backgrounds, *SSF2* is a triumph of gameplay over graphics.

But, and it's a *huge* but, avoid it if you only have one disk drive, consider it if you have an extra drive and embrace it warmly if your Amiga proudly owns a hard drive.



Ryu thinks he's the best, all the more reason to give him a right kicking. And the office *Fighter* experts reckons he's boring. So there. Mind, the triple-fierce fireball is great.

NEW TITLES

GAMES

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G519-G522 (4 DISKS) **CHILD MURDERER AGA** Sinister horror text/graphic adventure set in victorian times. AGA only
G523-G525 (3 DISKS) **CHILD MURDERER ECS** The above adventure game for non-AGA Amiga's. Avoid is easily scared. Not WB 1.3
G526 **GLASSBACK 2** Nice platform and ladder game ideal for the younger player. Shareware.
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G528 **CAR BUSINESS** Shareware game based on the multi billion dollar car industry where you're at the helm of such a company.
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U701 **VIC 20 EMULATOR** Plus 20 games to try out.
U702-U703 (2 DISKS) **D PAINT 4.1 BUDDY SYSTEM** On line tutorial / reference manual for this art package. AGA only
U748 **LIBRARYS AND DATATYPES** 47 of them. AGA only
U704 **AMIGA TO PSION** Connect your Amiga to Your Psion Palmtop.
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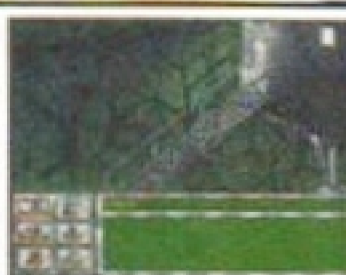


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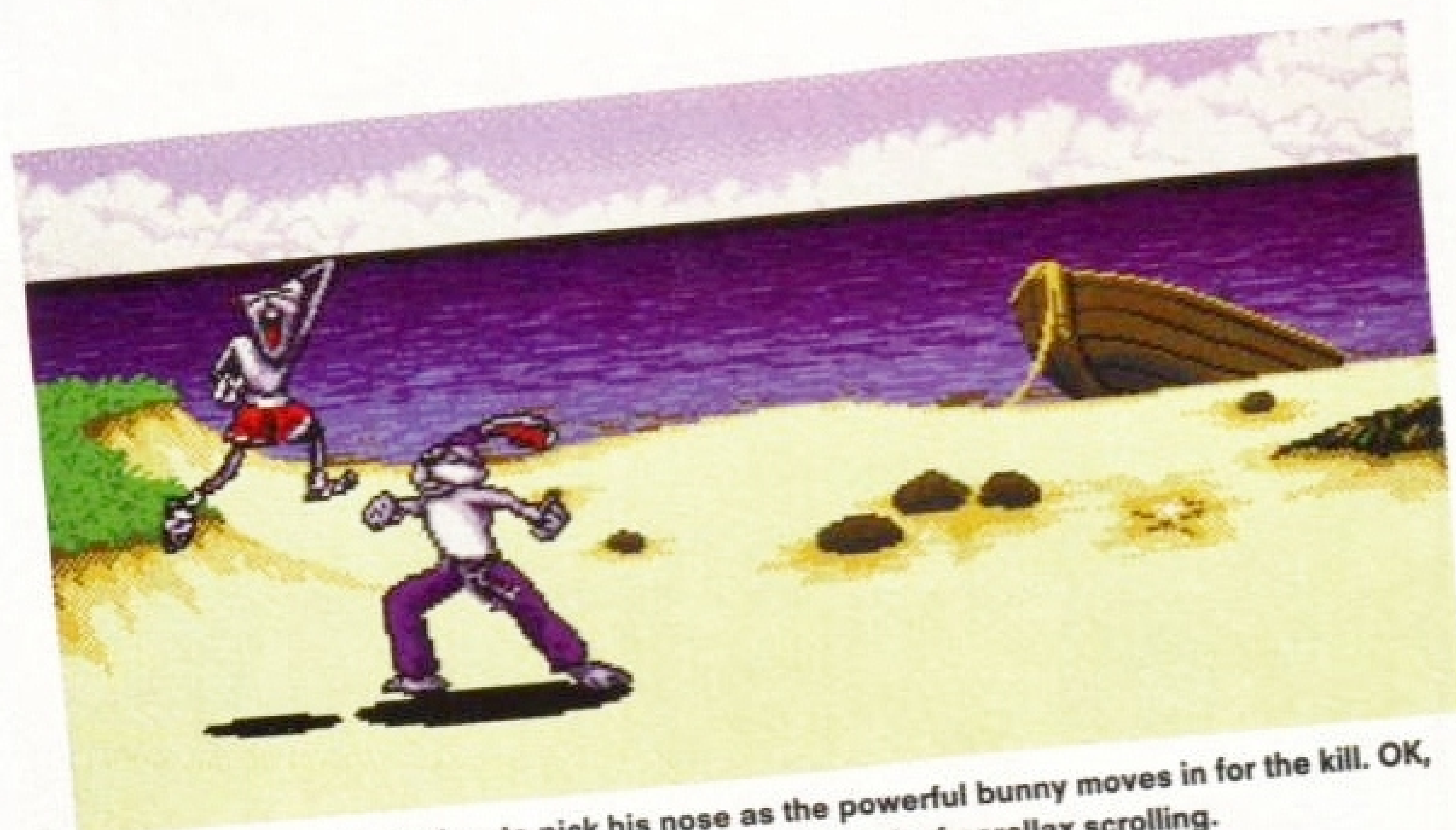


A flatulent cheetah and a bogey-flicking rat, sadly amuse Steve Bradley, but is *Brutal* actually any fun to play?



Fall off the ledge and it's the end of the bout.

Brutal: Paws of Fury



Rhei the Rat barely has time to pick his nose as the powerful bunny moves in for the kill. OK, so the shadows are all the same, and the game is bereft of parallax scrolling.

Some of the characters in this cute beat-'em-up possess astonishingly untutored personal habits, if you leave them to their own devices for a brief moment. The crocodile sniffs loudly before releasing phlegm with a whoosh; the cheetah holds in his stomach and breaks wind violently before making an obscene hand gesture, while the rat pointedly picks his nose, before flicking the booger on to the floor. And the Dali Llama fiddles with his underpants – not the rat's, but his own.

Publishers GameTek reckon that *Brutal: Paws of Fury* is aimed at the younger fan of the noble art, though quite how shallow of year you're supposed to be remains unclear. The youth of today, and that includes even the under-10s, play all manner of beat-'em-ups, from Super Streetfighter to Mortal Kombat, and I'm sure most of them could paste me against the wall.

No, by producing a simple, cartoon-style beat-'em-up with relatively few moves, surely GameTek are aiming more towards the parents of the kids – the people that haven't a hope in Hell of learning special moves and combos in the sophisticated grapples.

Brutal is undeniably cute, with handsome cartoon-characters and simple, yet appealing, backgrounds. Each animal differs in the speed it can move – the most obvious polarity being the lithe Rhei Rat and lumbering Ivan the Bear; the latter seems to kick or punch the opponent minutes after you've accessed the move.

Profiles tell you what they're like and all that kind of nonsense. In the single-player game, the aim is to move through the belts, of which there are 15, ranging from the white belt, through to become the almighty Grand Master.

As you progress, you get to choose from more characters – the Dali Llama is the hardest in the kingdom, but you need a black belt before you can become him (yes, someone who plays with their underpants – somewhat unbefitting for a supposedly mighty warrior).

By far the most interesting option here is the mountain-top, wooden ledge bout in two-player mode. The ledge is tiny and the bouts often last only a few seconds, and you can win by simply ducking an opponent's drop kick and watch him disappear off the edge.

But *Brutal* isn't much of a challenge and it's certainly not a game for anyone who has the slightest idea about how to play beat-'em-ups. The paucity of moves ensure that the gameplay quickly becomes one-dimensional, a fact that even the characters' amusing quirks can't quite overcome. You can only laugh at a windy cheetah and a gobbing crocodile for so long.



The best of the backdrops, the castle has forked lightning flashing, but it's quiet now.



The bear might look more fierce than cloaked Phooey look-alike, but he's a cumbersome fellow. Fortunately, his blows do more damage than the skinny, quick chaps.

BRUTAL: PAWS OF FURY

Publisher
GameTek 01753 553445

Price
£25.99

Versions
All 1Mb Amigas

System requirements
1Mb

Release date
Out now

Graphics 8 out of 10
Amusing animation being the game's high-point.

Sound 6 out of 10
High-pitched yelps. Music's not bad, though.

Addiction 5 out of 10
Rather draining after a few days.

Playability 5 out of 10
Average and lacking in special moves.

Overall verdict
A pleasant, quirky, pretty beat-'em-up, which ultimately fails because the gameplay is as dull as a dodo. For the over-30s only.

65%

■ You can only laugh at a flatulent cheetah and a gobbing crocodile for so long.



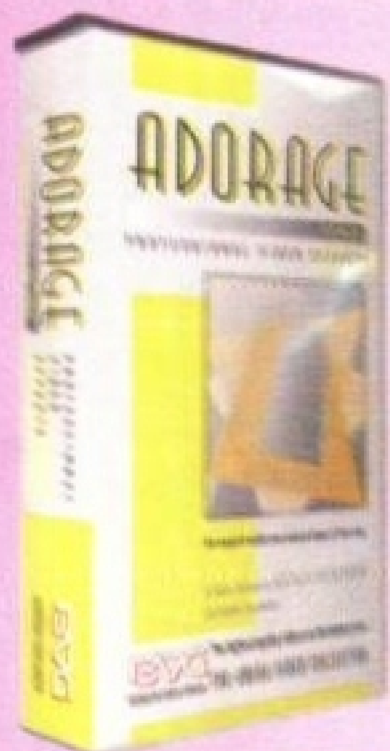
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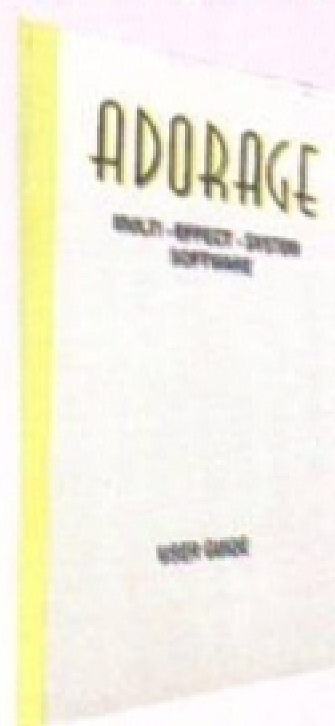


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EXCELLENT VALUE FOR MONEY AT JUST £3.95 £3.95 INC p+p

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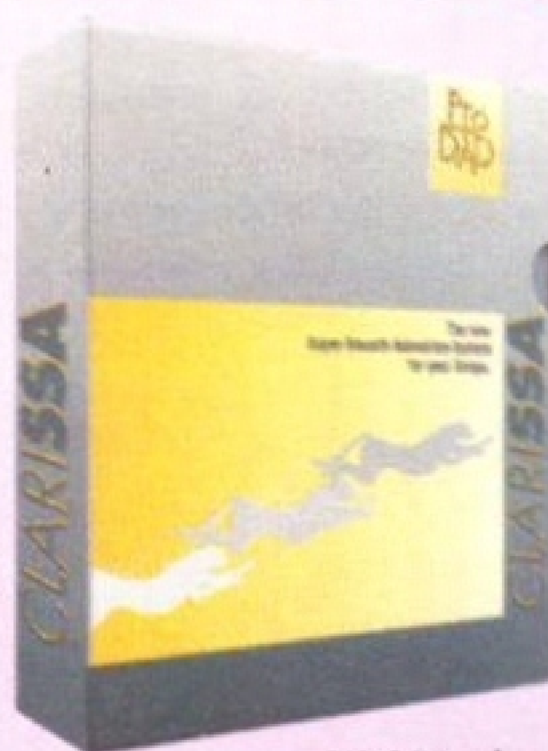
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For full effect you should consider purchasing Adorage's sister package Clarissa when used in conjunction the quality and range of effects are nothing short of spectacular. Version 2.5 AGA RRP £79.95 Special Offer £19.99 System requirements: Kick-start with at least 1 mb of memory.

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OPTION 4 CLARISSA

3.0 PROFESSIONAL



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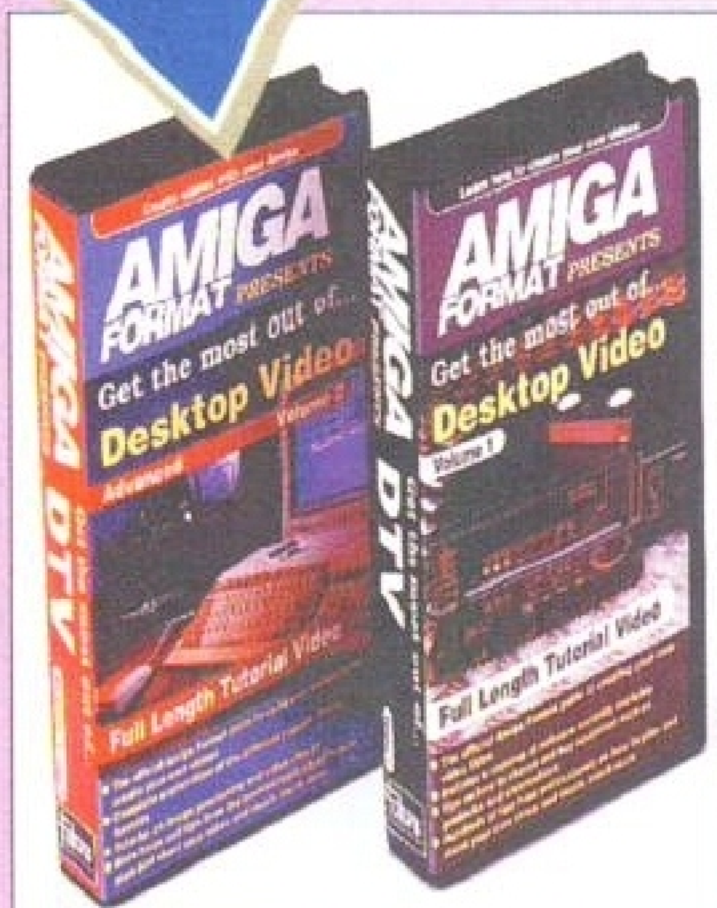
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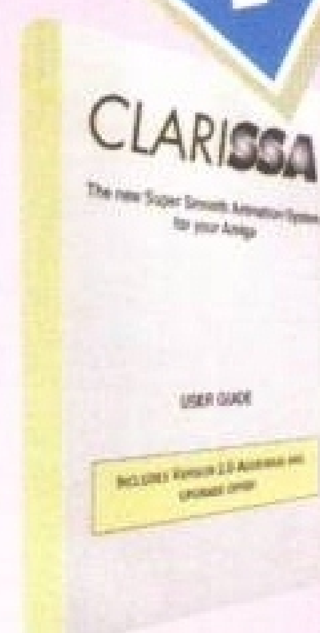
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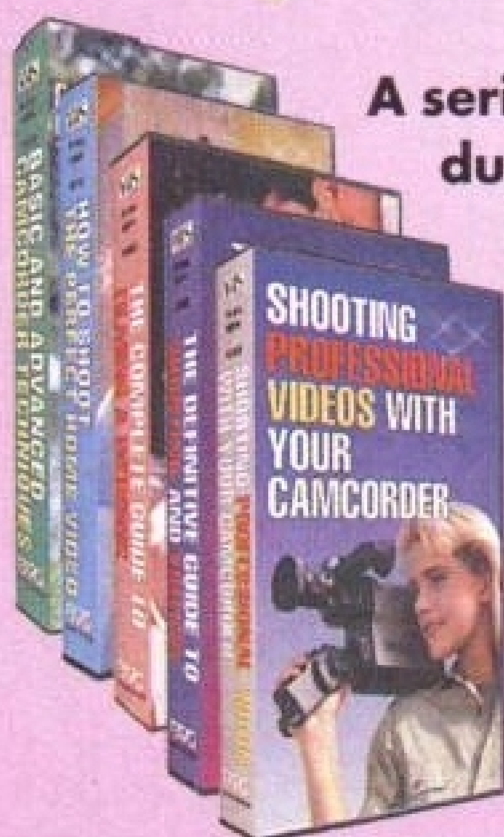
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Steve Bradley recommends the finest games from the past few months in this brand new series. And he also tells you which games to avoid at all cost.



Games Check

SUPER LEAGUE MANAGER
(AF70; 77%) Audiogenic

A different kind of football management game, promised Audiogenic and, although not to everyone's taste, *SLM* proved that reams of statistics aren't a pre-requisite for a canny footie game. Training up the players and taking note of the coach's comments are all important and the A1200 version includes the arcade Wembley International Soccer game for when you're on 'Match of the Day'.

EXILE A1200
(AF71; 88%) Audiogenic

This graphically updated version of Audiogenic's classic adventure game is, amazingly, an oddity. Why? Because it combines cunning puzzles with arcade-style gameplay and is thoroughly marvellous to boot.

You hover around on a jetpack, through space and underground caverns, teleporting back and forth, attempting to break the brain-teasers. Entertaining and occasionally baffling.

SUPER SKIDMARKS 2
(AF71; 92%) Guildhall Leisure

Steve McGill reckoned *Super Skidmarks* to be, "so hot it'll soon be burning rubber on the virtual tarmac of the information superhighway". Sounds good...

And be in no doubt that this racing game, in eight player mode is quite possibly the most fun we've ever had in this office.

ULTIMATE SOCCER MANAGER
(AF72; 84%) Daze Marketing

Kind of took us by surprise this. Impressions are known for their strategy games (and often patchy ones at that) and we thought footie management would have been the furthest thing from their minds.

But no, for *USM* contains Theme Park-esque stadium development with some novel ideas, including match-rigging and press conferences. And it belted to the number one slot.

VIROCOP
(AF73; 83%) Renegade



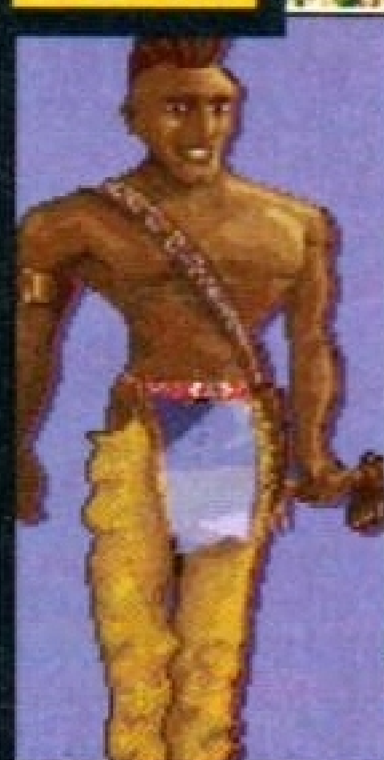
Top Amiga writers, Graftgold, returned to the fray with this slick, polished shoot-'em-up, packed with neat, graphical touches and, shock, some *good* music.

A game within a game, you battle through various game genres, blasting all and sundry. The writers have payed 'homage' to games such as Chaos Engine and Cannon Fodder, and the graphical references are not difficult to spot. Almost too cunning.

COLONIZATION
(AF74; 95%) MicroProse

The biggest score in *AF* since Sensible World of Soccer scored the same last Christmas, Sid Meier's follow-up to Civilisation is a fabulous, strategic journey to the Americas in which you attempt to wrest control of as much land as possible, through means foul or fair. Trading is the best way to succeed – importing and exporting. Oh, it sounds dull, but very few games attain the same high standards of *Colonization.*

95%



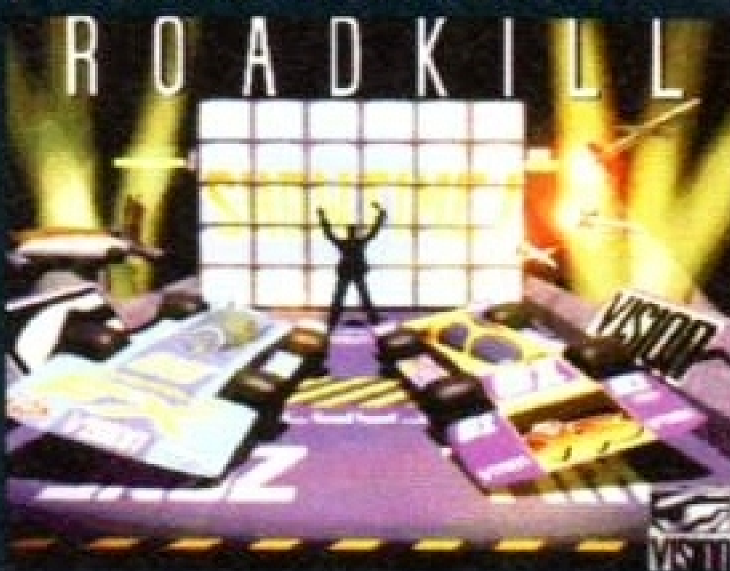


COLONIZATION: *AF* editor Nick Veitch spent most of last month with Sid Meier's latest, greatest strategy game, colonizing the Americas until the land was his.

SENSIBLE GOLF
(AF74; 81%) Virgin

An ambitious project for *Sensible* to take their Amiga bow, but they just about pull it off in this quirky, overhead golf sim. Sure, some of the holes are ridiculous and it takes time to learn the ins and outs, but Steve Bradley likes it and he's the Games Editor. So he must be right, right?

ROADKILL A1200
(AF74; 80%) Guildhall Leisure



Rumbling rock music, heaven-sent explosions and graphics to kill for, this one-player racing game includes rockets, homing missiles and handy on-screen hints, such as: "Drive really fast and kill everyone!". Normally, we at *AF* slash scores with abandon if the programmers fail to offer a two-player or link option, but this is so tidy, all is forgiven. Worthy.

DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS

AKIRA
(AF70; 18%) ICE

Gosh, and weren't we surprised when we failed to receive a review copy of *Akira* before it hit the shelves?

An unseemly, unmitigated disaster with shoddy graphics and gameplay from Hell, this is as poor a shoot-'em-up as you'll see this year. And next, hopefully.

SOCCER SUPERSTARS
(AF71; 18%) Flair

The only great thing about this game is that it comes with a free Mitre football. Ours burst as soon as we tried to pump some air into it.

As sluggish, shabby, viewed-from-the-side footie games go, this is... well, the first two letters are indeed S and H... Yes, it's shabby.

TOURING CAR CHALLENGE
(AF74; 21%) OTM

Piles of promotional literature, tie-ups with Alfa Romeo and absolutely no game whatsoever. Why on earth did they bother?

A text-based management simulation with quite howlingly awful race highlights which consist of a few cars bombing past a static screen. Oh dear.

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CCL 09	Senegal - Tuuaw
CCL 10	Texas - Zimbabwe

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CCL 27	Cats	CCL 28-35	Dogs (8)
CCL 36	Explorers	CCL 37-40	Fish (4)
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CCL 58-60	Insects(3)	CCL 63-71	Mammals(9)
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...and first time advertised

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PB 072	Spondulix Mk5 (N1.3)	Nice home finance program
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PG 612	Nicky 2	Colourful platform. Its good! A must for fans
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PT 175	SoundBox	Like Sound Machine
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ASI 46	Checkers, Ouch!, City, Amiga Q
ASI 60	PipeMaster, Hunter, Chinese Checkers
ASI 65	Paranoids, Chess, Word Puzzles
ASI 70	Wangle & the best Tetris
ASI 71	Numerix, Battleships
ASI 89	Megaball 2.1, Cluedo
ASI 90	Starians, Flashbier, MineField
ASI 96	Dungeon Flipper, Backgammon
ASI 113	Trek trivia, Popeye
ASI 151	Krillian, Caffeine. (Brill SEUs)
ASI 158	Scrabble, Toad, VChess2
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PU 757 NATIONAL LOTTERY (Liberty Software)
Shareware demo of the full program, which we think is best program around for the serious Lottery punter. Its based around a scientific picker to favour missing or popular numbers, but it also contains a powerful user editing system. E.g. If you think there will be no `forties` this week it will leave them out. Want a specific number of odds/evens, or the numbers added together to be over (e.g) 150, then this will do it. Syndicate entry? Need 100 selections? No problem.

PU 758 PRO LOTTERY
Another shareware demo, and the best looking program. Will only pick random numbers in this version. Also includes a very interesting program explaining how `random` is opposed by the law of averages!

PU 775 LOTTO LUNACY
Thanks to R Webb for this, probably the best pure PD lottery program available. It keeps a data base of winning numbers, then analyses them to show most and least popular. Also gives a graphical representation of numbers drawn. Include for sure!

The above programs are PD available at our usual price of 99p plus p/p

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"Chase me, chase me; catch me catch me." Steve MacGill tries to give his little red car a turbo-boost and overtake the competition.



Turbo Trax

HOW TURBO TRAX COMPARES TO...



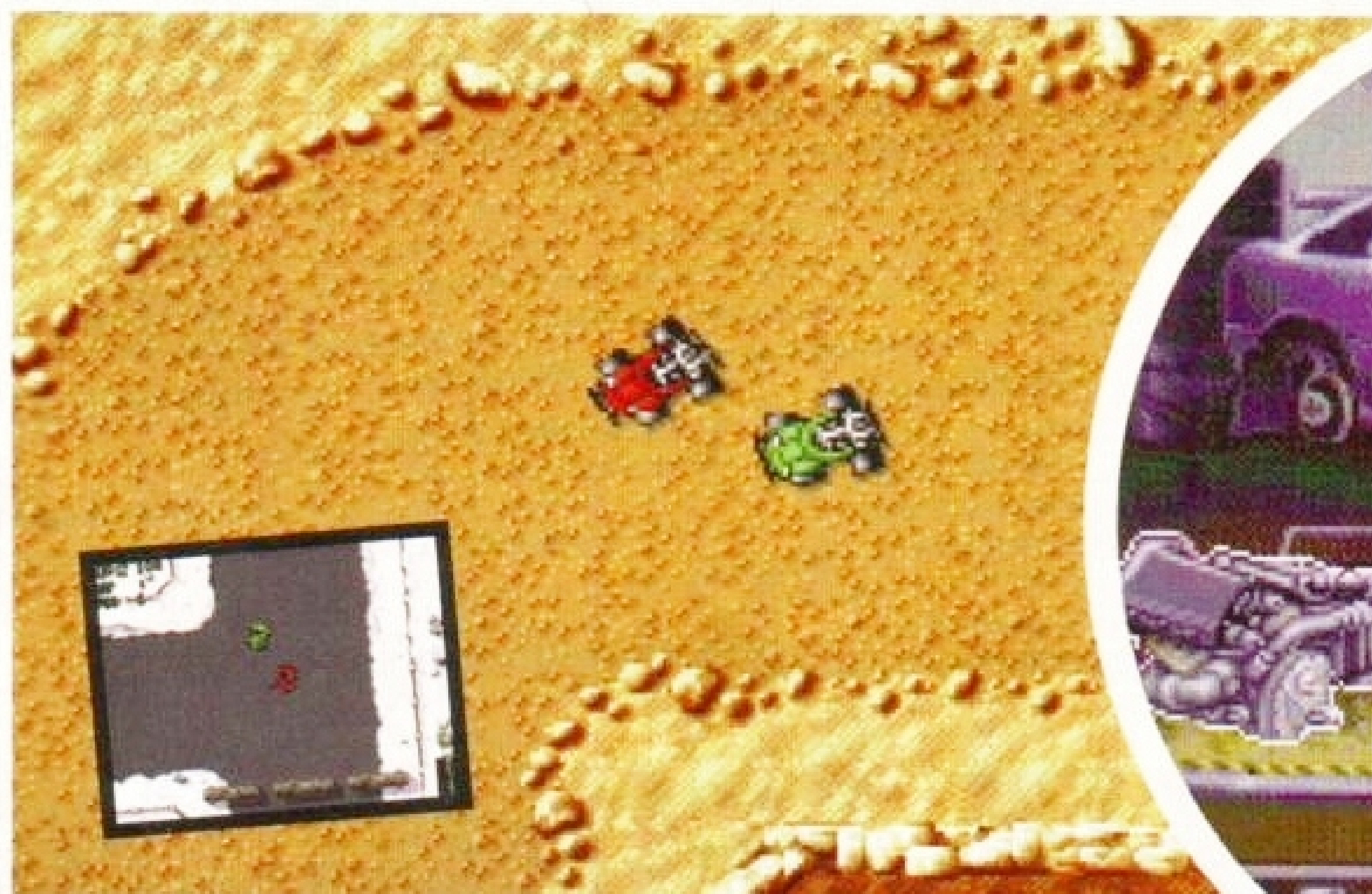
SUPER SKIDMARKS
Outclassed all round in terms of technical innovations, such as hi-res with AGA machines, split screens and the legendary Super Panoramic View.



MICRO MACHINES
Better traction than the Codies effort, but not enough scope for fun and reckless frivolousness. No baked bean obstacles, or truly bonkers backdrops.



ROADKILL
Serial link is an immediate advantage, but the lack of reactive atmospheric sound and weaponry makes it less absorbing than Vision's racer.



Here the red car is about to learn the hard way one of the harsh lessons of trying to cut up the opposition while cornering. You have to be completely in front or you lose out.

There's not enough grunt, flair, or ground-breaking performance in this new top-down racing game from Arcane for it to seriously challenge the, undoubtedly deserved, top-grid positions of Super Skidmarks, Micro Machines and Roadkill.

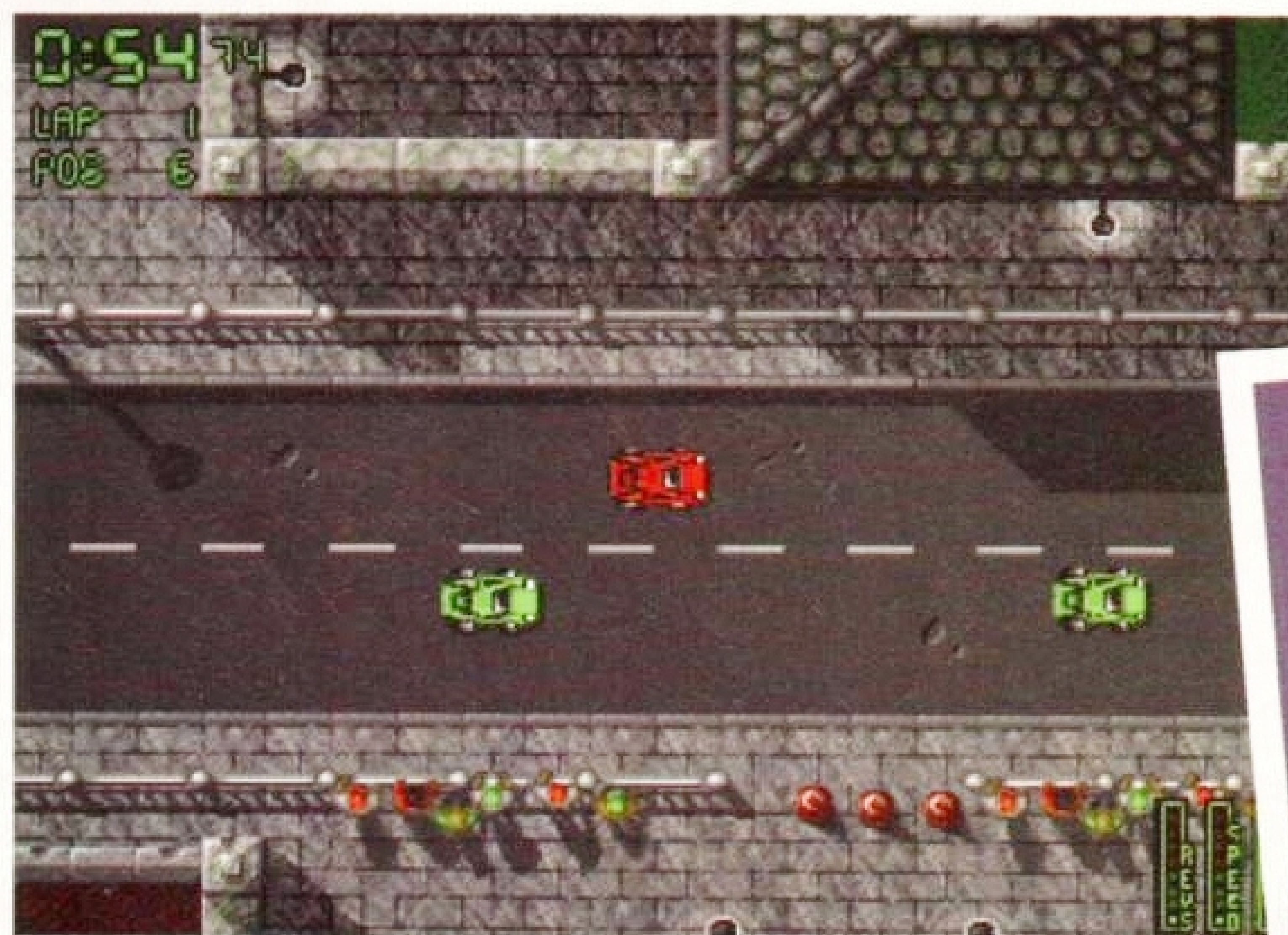
It is capable, though, of gaining points against the other games' weaknesses, with the exception of Super Skidmarks. An area that lets it gain vital percentage points in the race toward a high score.

Take Micro Machines. While undoubtedly a revered classic, the traction of the cars feels just that little bit too slippy-slidey for complete comfort; a problem that's dogged just about every Codemaster's top-down racer, from Formula One Grand Prix simulator on the Spectrum onwards.

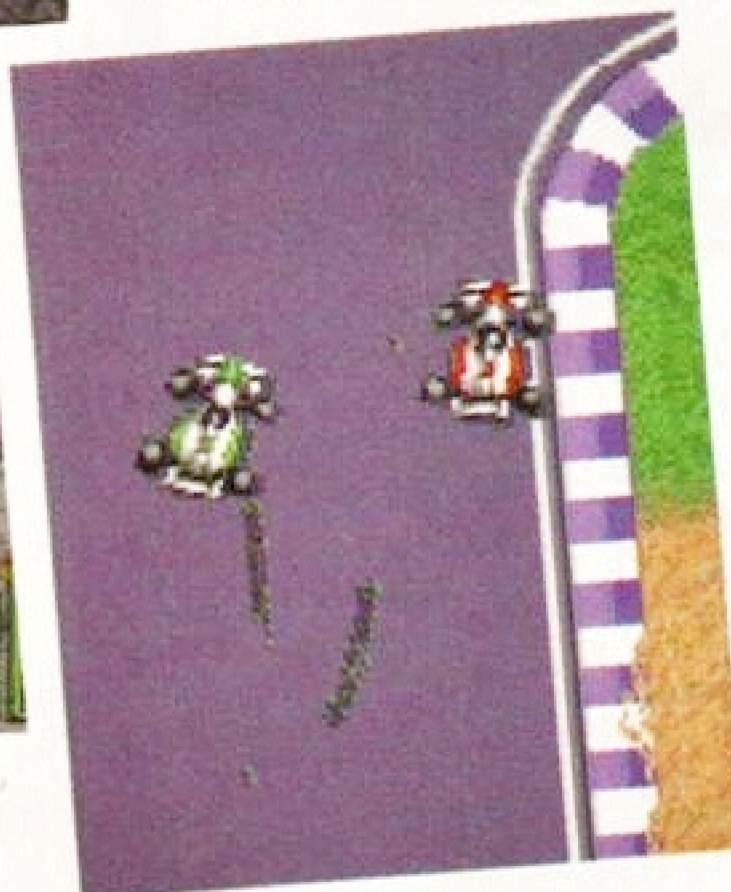
Not so with *Turbo Trax*. The guys at Arcane have taken a lot of time to get this bit just right. And it shows. The cars are responsive and provide just enough slip-differential feedback for the label of 'intuitive control system' to apply. But the ground gained with the controls is rapidly lost when the options available for multi-player fun are considered.

Other than a serial link – an area I'll come back to – no other options exist to play against another human. It's here that Micro Machines excellent 'chase me, chase me; catch me, catch me' frivolousness gives it the turbo-boost needed to keep it *way* in front of Arcane's challenge.

Even HypeRace, a top-down PD racer reviewed in *AF70's* PD Select, splits the screen so that four human players can take part at the same time. *Turbo Trax* is solo-fare only in this respect. A shame, and a deficiency that could be detrimental to sales.



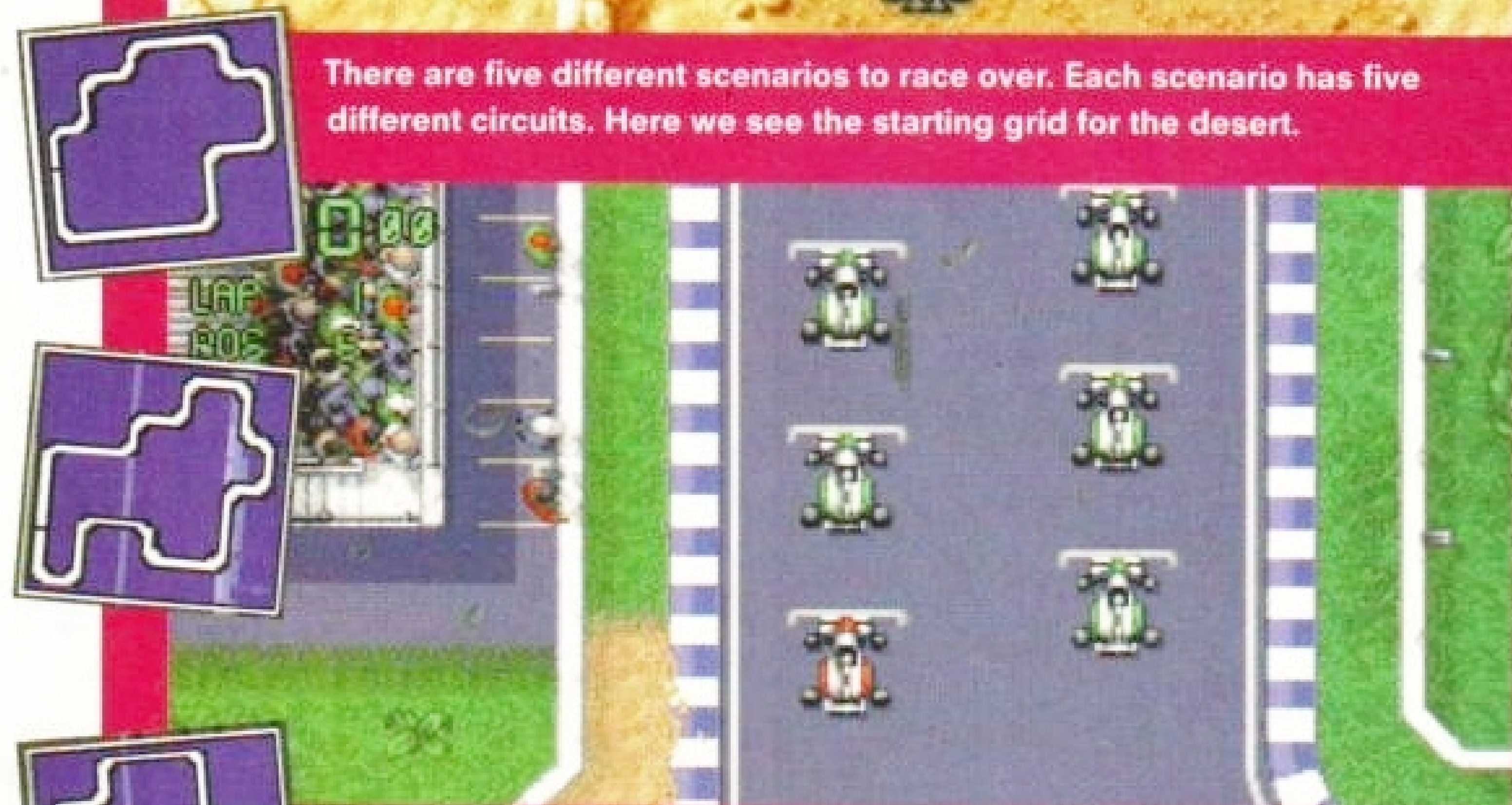
Arcane have obtained the rights to 8-bit Durell classic 'Turbo Esprit'. Some of the mechanics and plot of that game would have been nice in the street-racing sections.



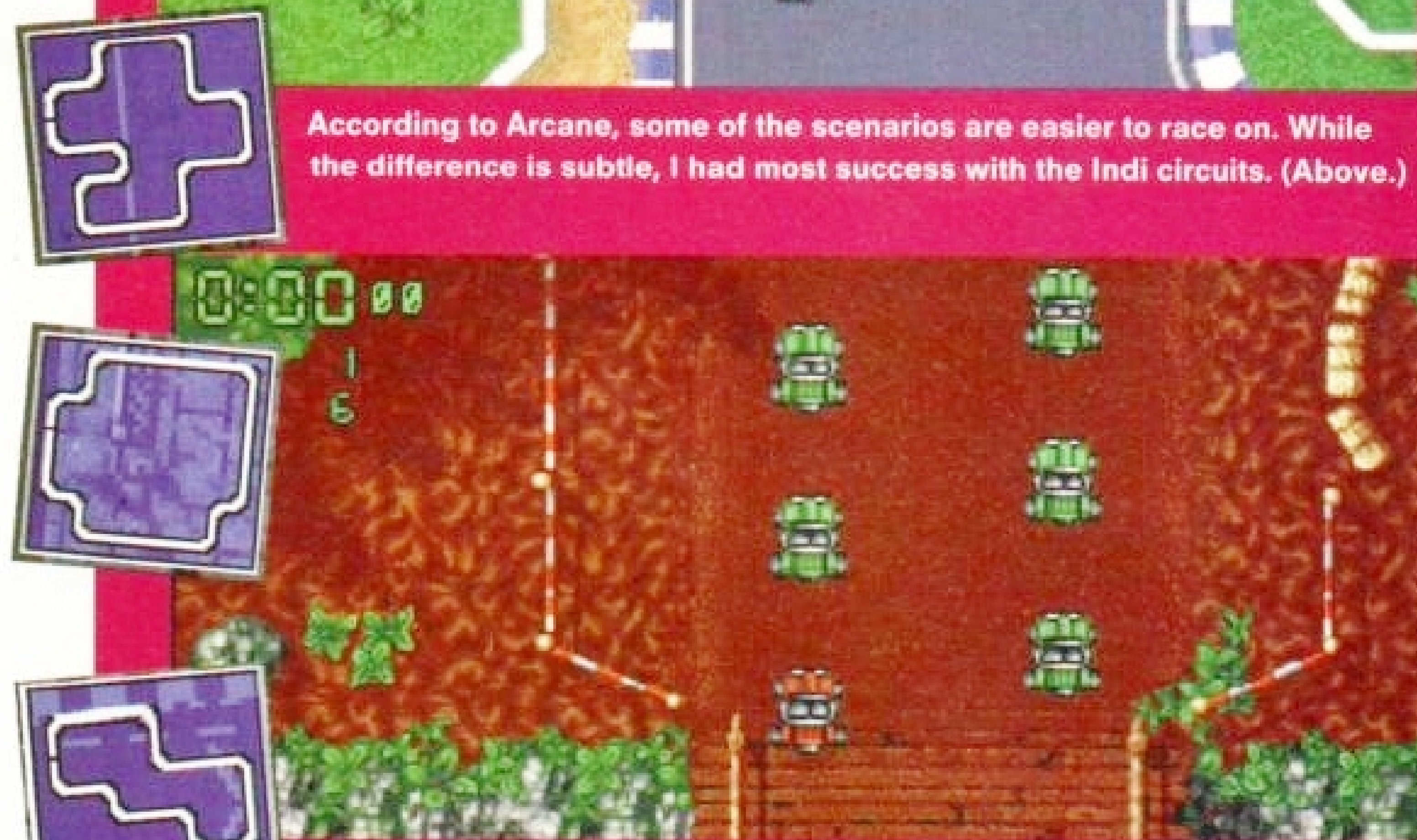
SPOT THE SCENERY



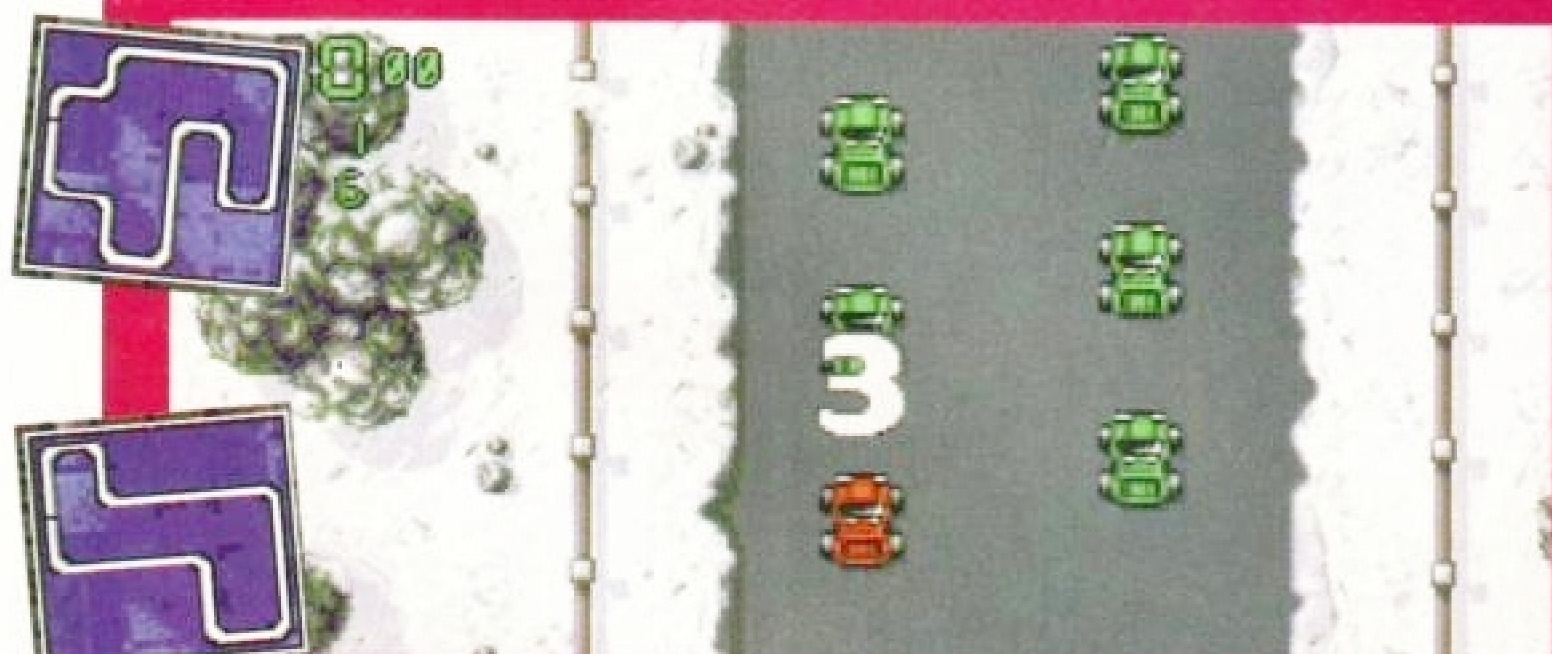
There are five different scenarios to race over. Each scenario has five different circuits. Here we see the starting grid for the desert.



According to Arcane, some of the scenarios are easier to race on. While the difference is subtle, I had most success with the Indi circuits. (Above.)



If you go down to the Woods today you're in for a big surprise. If you go down to the Woods today you better go in disguise. So, let's race.



Of all of the scenarios, the slippy-slidey ice world is the most bland looking. It's very difficult to better second place in the race also.



It would have been great, if, rather than just racing all the time, little ambush scenarios and police chases took place in the streets.



Turbo TRAX

Head-to-head with RoadKill, *Trax* fares little better than it did with Micro Machines. The combination of reactive atmosphere, enhancing speech, music, weapons, carnage, and hi-octane destruction, accelerates RoadKill into a different racing-stratosphere.

Turbo Trax offers rudimentary SFX or music. There is some speech, but it's for information rather than offering encouragement á la RoadKill style: *Trax* has "Last Lap" and "Turbo!"; RoadKill has the growlingly grungy, "Go for the Super Jackpot" and "Take his life", followed by a few stirring rock and roll chords when the goal has been achieved.

The only saving graces of *Trax* when up against RoadKill is that it offers more than double the number of tracks – 25 versus 12 – and has a serial link option which, at least, ensures human contact if the requisite equipment is available.

On the positive side, then, there's nothing *really* bad about the game. It's attractive graphically; handles well; offers racing practice and time trialling on any of the 25 circuits; is fiendish, but not unconquerable in the difficulty department; and supports a serial link for dual-player competition.

On the negative side, there are areas where the charge of "could do better" applies. All of the corners consist of 90 degree bends, so a lack of variety exists in the structure of the circuits. Imagine owning a Scalextric set where this was true. Boredom would quickly set in.

Collision with other cars can be frustrating when, by rights, they should be pushed out of the way – particularly true when a car shuts the door on a bend and the player's car hits it. Rather than knocking it off its line and giving the player an advantage, damage and deceleration are experienced. Frustrating.

In all, *Turbo Trax* is competent and enjoyable to play. But it's not outstanding enough to make it an essential purchase.

TURBO TRAX

Publisher
Arcane Entertainment

Price
£29.99

Versions
A500/600/1200

System requirements
1Mb

Release date
Early August

Graphics 8 out of 10
Street-racing sections are wonderful. The others are pretty enough.

Sound 7 out of 10
Solid, competent chassis and body work provides adequate feedback.

Addiction 8 out of 10
Yes. Sense of achievement at winning or attaining a place in the race provides impetus to continue.

Playability 7 out of 10
90 degree bends and one set difficulty-level lets this side down.

Overall verdict
Nothing's on show that hasn't been done before. Link option provides interest for true competitors.

79%

True racing aficionados will find the game too limited.

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emulator + 30 top Vic 20 Game

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Only £2.99

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This is the best very latest and still the best C64 amu for the Amiga. It fully emulate the C64 computer so you can play all the top C64 games, eg. JetPac, Rambo, Batman, AirWolf and many more on your Amiga. You can also even write any programme in C64 basic etc. Just like owning a real C64 computer.

All our C64 pack
- * pack come on AMIGA disks
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- * printed loading instruction
- * print games list (essential)
- * COMPATIBLE WITH ANY AMIGA

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- SPECTRUM & 100 GAMES PK2 ONLY £7.99
- SPECTRUM & 200 GAMES PK3 ONLY £12.99

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Spectrum V2 & 50 games
Vic20 & 30 games

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NOTE This AGA listing is for the A1200/A4000 ONLY.

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AGA002 FRACTAL GENERATOR stunning fractal in 256 colours
AGA003 WORKBENCH HACK many hack/toy/blanker etc
AGA005 NEW SUPER KILLER know & kill over 316 types of virus, must for all A1200 owner
AGA007 MINDWARP one of the very first demos for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) Simply the best A1200 card games with glomourous ladies as card faces 18+ only
AGA011 SLEEPLESS NIGHTS 3
AGA012 PLAN ET GROOVE truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) very playable INVADER clone set inside your computer. Loads of fun
AGA015 POINT OF SCALE Great A1200 only demos
aga016 chromas- Fairly good demo
AGA017 WORLD OF MANGA AGA (4 DISK) magnificent Japanese comic slide show includes Japanese Chick etc recommended. Still the best seller on the A1200 – brilliant
AGA021 MAGIC WORKBENCH Improve the look of your WB& add some function to your WB really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities like degrader etc. Not for beginner
AGA023 U-CHESS the best chess program games so far but requires 4 megabytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop for A1200 (not beginner) GIF BEAUTIES is one of the highest quality girl Pictures available (1-16)
AGA62 BODYSHOP 1 More of above
AGA64 BODYSHOP 2 (2D) More of above
AGA66 BODYSHOP 3 More of above
AGA68 BODYSHOP 4 (2D) More of above
AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
AGA90 ASSASIN A1200 FIX DISK 1 – brilliant collection of degrader hat should get most of the old A500 games/software to run on the A1200. A must for any A5 00 owner just upgrade to an A1200 – recommended
AGA091 ASSASIN A1200 FIX DISK 2 (new) like above but with new collection (different) degrader – recommended you buy both disks – super
AGA094 RELOCKIT V1.4 latest. Run A500 SOFTWARE
AGA097 A1200 UTIL – AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY fon aga
AGA099 MADFIGHTER 2 brilliant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA102 AGA DIAGNOSTIC – NEW system tester
AGA103 BLACK BOARD AGA decent imag processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA – can grab AGA screens
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. Leaves Atari users breathless
AGA114 SMELL LIKE CHANEL No5. Brilliant demo raytrace pictures ever released on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL V1 AGA util compilation
AGA134 AGA UTIL V2 more AGA util compilation
AGA135 AGA UTIL V3 more of above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor
AGA138 MULTI BOOT – 4 various versions A500 EMU
AGA 139 WB3 HARD DISK PREF & INSTALLER installing WB3/pref/etc on the hard disk
AGA140 CROSS DOS PLUS V5.1read/write PC files
AGA141 FARRARI ART2 (2D) – load of Ferrari & ray trace
AGA142 SUPER LEAGUES – latest manager games
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AGA145 BIG TOPS (18+ only) Hmmm
AGA146 KELOG LAND – brilliant platform games – get – a must
AGA150 ACTION REPLAY V5 – NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour plates
AGA162 FATAL BLOW new STREET-FIGHTER2 clone
AGA164 CINDY CRAWFORD Vol. 1 (2 disk) latest release
AGA166 INFESTATION (3 disk) The ultimated AGA demo
AGA170 CINDY CRAWFORD Vol. 2 (2 disks) amazing
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AGA203 EXPLIXIT 2 DEMO new effect well done
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AGA220 KLONIKE NEW CARD SET (7 disks)
AGA230 LOVE 2 disk – simply brilliant
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AGA255 DELIGHT EXPLORE excellent demos
AGA256 KEFEREN AGA demo lots of effect
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AGA259 INTELOUT another very good demo
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G904 LAST SOLDIER (2) multilevel platform games
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A430 JUPITER IMPACT. real Picture of the collisonof jupitor and the asteroid. Brillant *RECOMMEND
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AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extreamly good to play
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G911 ART OF BREAKING HEAD (6d) Massive MortalCombat clone(Not for kid). Not WB 1.3
G912 MANGLE FENDER -Brillant, Smash up othercar/tank ect to win. extremly addicted. get it
G913 ARCADE CLASSIC Vol 1 & 2 (2 d) collectionof all the all time classic arcade games. bril
GRAPE VINE 20 (2d)- the best disk magazine
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G916 ISLAND -Play like Monoply.
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AGA322 HOT-BABE 2 (2) Stunning model
AGA323 HOT-BABE 3 (2)
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U567	TEXT-PLUS V4.0 pro requires HD & 2meg
U681	TEXT ENGINES V4.1 latest 36,000 word spellchecker
U688	INVENTORY 2 details of home contents. for insurance
U712	EDWORD PROFESSIONAL truly the best wordprocessor
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- 04 IMAGINE – Animal-plant (2 disk)
- 05 IMAGINE – Computer accessory
- 06 IMAGINE – Fighter Plane
- 07 IMAGINE – Human Body Object
- 08 IMAGINE – Jet 2 helicopter etc. (2 disk)
- 11 IMAGINE – Manga 2 (2 disk)
- 13 IMAGINE – Music Instrument
- 14 IMAGINE – Robots (3 disks)
- 17 IMAGINE – Sea Quest
- 18 IMAGINE – Space Ship (4 disk)
- 21 IMAGINE – Star War
- 22 IMAGINE – Stingray & Sea Object
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- 24 IMAGINE – Train (2 disks)
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- 60 IMAGINE - Aliens
- 61 IMAGINE - Star-Treks
- 62 IMAGINE - Babylon5 1
- 63 IMAGINE - Babylon5 2
- 64 IMAGINE - Manga Babe
- 65 IMAGINE - Darlik
- 66 IMAGINE - Dinosaurs
- 67 IMAGINE - Robocop
- 68 IMAGINE - Human Body (4)

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(ST-11) AMERCROMBIES INSTRUMENTS
(ST-12) DRUM SAMPLED SOUNDS (2 disks)
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(ST-15) PSYGNOSIS INSTRUMENTS
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- C12 Business
- C13 cats & Dogs
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- C25 Teddies
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- CP03 CLIP-ART VOL 3 (5 disks)
- CP04 CLIP-ART VOL 4 (5 disks)
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CD-ROM SOFTWARE

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The Graphics Sensations CD-ROM is a collection of the [illegible] graphics tools, 24Bit images, [illegible] and a huge collection for [illegible] imagine there are anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, [illegible]chens, lamps, ships, space, sports and much more!

LIGHT WORKS £32.99

Light Works is a fascinating compilation brought to you by the much respected Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. This CD is ideal for experts and begineers in the world of raytracing.

ZOOM

Active Software and Ground Zero Software, the leaders in the very latest Amiga public domain, announce the release of the best CD this year - ZOOM. Zoom not only contains the latest PD from all over the country, the Aminet and BBS sources it also contains some exclusive products which will appear on the CD before they appeared in our adverts or any other PD libraries advert. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Deadlock. Select the file you want to read about, read the information then click to de-compress! Easy as that. Over 540MB of data, (over 1.1 GIGs of uncompressed files) offering the user access to 1000+ of disks! Must be one of the most comprehensive CD's this year!

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CD-Rom Comparison Chart

	Zoom	Hottest 5	Phase 4
Over 540MB of Data	✓		
Easy to Use GUI	✓		✓
Over 1000 Disks	✓		
Very Latest PD	✓		
Outstanding Value	✓		✓
Free Booklet		✓	

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- * Ground Zero's Themed Imagine Objects
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Choose the compact discs that you would like to order, add 75p postage to the total cost and send a cheque or postal order payable to Active Software to the address above. Call for credit card acceptability or for an enquiry on (01325) 352260.

Wanted!

As you will see from the advert we are working with a company to produce their CD-Rom, Phantasmagoria. We also have a number of other CDs due for release later in the year. If you would like to produce a CD, have a workable idea for a CD then contact us immediately. We offer generous rewards.

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1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. Volume one was a hit and multimedia users should not miss release volume two.

MEETING PEARLS 2 £9.99

The Meeting Pearls 2 CD-ROM contains:

- 9MB Disk, Hard Disk and CD-ROM tools (SCSI)
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- 22MB Selected HTML Pages
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NEW

SUPER BARGAIN CD

DEMO MANIA

Some of the very best Amiga mega-demos, extractable from an easy-to-use de-compressor. Most of the demos come from 1994 and include Spaceballs "9 Fingers" and Axis "Big Time Sensuality", Polka Bothers "Gevalia" and many more. £17.99

WS ANIMATIONS

A double CD animation extravaganza! All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

DOUBLE CD £18.99

CD BOOT v1

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game, storing joypad info etc. Comes with a complete English based manual and can run around 98% of CD32 games. £27.99

SOUNDS TERRIFIC

This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more!

DOUBLE CD £18.99

HOTTEST 5

Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself. £14.99

AMIGA DTV

Many original textures start this CD-ROM. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Ligtwave, Imagine and Scuplt. It also contains many up-to-date utilities such as Main Actor, Ham Lab, Fracint, Anim players and more. £13.99

ADULT SENSATIONS

This CD is for adults only, it contains soft porn material no worse than the Sun newspaper. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material £17.99

17 BIT PHASE 4

This was the most popular CD in our collection around Xmas '94! Contains all over 17Bit Software's library from January to October 1994. All the files are DMS'ed and can be un-crunched from an interface. £16.99

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The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994). Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more! £17.99

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Ultimedia is a double-CD-ROM and contains megabytes of images, textures, sounds, animations, as well as IFF pictures, GIFs WAVs and FLICs. Enough to keep any multimedia freak entertained for ages!

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Another popular Wierd Science compact disc. This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more! £8.49

WS CLIPART

Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. £8.49

VISIONS

This is another multi-format CD. It contains 500 great stock photographs and images. All are royalty free and are in GIF format: 640 x 480 and 600 x 800 resolutions. Outdoor scenes, animals, the seasons, fractals, buildings and many more. Suitable for Amiga, PC compatibles and Mac. £21.99

HOTTEST 4

This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game, storing joypad info etc. Comes with a complete English based manual and can run around 98% of CD32 games. £14.99

ILLUSIONS IN 3D

Here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the objects needed to create the 3D "hidden" effect! Programs such as Stereogram to produce the image as well as hundreds of source files in a myriad of gfx formats, 3D text images and 3D images (PCX, IFF, BMP). £8.99

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GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners.

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Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

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Do you remember when the Spectrum was King? Forget the "future" consoles relive the old days with this beast of a CD! Play Jet Pac, Knight Lore, Arcadia, Jet Set Willy, Attic Attack, Exolon, Commando, and many many more. Emulators for, and can be used on, the Amiga, PC and Mac computers. £14.99

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Almathera present a collection of ten (10!) CD-Roms for your satisfaction. Ten CDs for under £40 - a bargain! It contains,

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- *Illustrated Shakespere* - classic text
- *CDPD 1 & 2* - loads of classic PD on here
- *Demo1* - nostalgic demo collection
- *Comms, Networking* - a comms compendium
- *Fonts and Clipart* - full of various fonts/clipart
- *Photo Library* - 600MB of image files

GOLD FISH

GOLD FISH I £23.99

Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and has led onto these two gold compendiums. Really, you can't go wrong with these.

GOLD FISH II £24.99

Continuing the tradition this double CD brings you the very best PD releases from Fred Fish. All the PD is from Oct '93 to Nov '94 and is in archived and BBS ready-to-run formats. An excellent CD!

LIGHT ROM

VOLUME ONE £27.99

VOLUME TWO £34.99

Light Rom volume one contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Produced by M.Meshew. Light Rom volume 2 contains 100% Lightwave/Toaster material with over 300MB of data that didn't appear on vol.1. Collections of 3D models from various Lightwave artists including Kevin Lude etc. Superb collections!

THE AMINET COLLECTION

AMINET SET 1 £24.99

This must be one of the most popular CDs ever! This is [illegible] really BIG! Contains over 4 gigabytes of Aminet files [in un-compressed format [illegible] on CD] from end of [illegible] to December 1994. A four CD [illegible] that is divided into [illegible] with a easy-to-use Amiga Guide [illegible]. 91% Amiga Format [illegible] this CD [illegible]

AMINET 5

Aminet 5 follows in the footsteps of volume 4 and Aminet set 1. It contains Aminet files from Nov 1994 to February [illegible] 1995. Only £11.99

AMINET 6 £13.99

Aminet 6, [illegible] June 1995, will be one of the best selling CD's of 1995, after Zoom of course. It should contain (full details unknown at time of going to press) all the Aminet uploads from Feb 9th to June 9th.

GAMES CD-ROMS

ASSASSINS £16.99

All the first 200 disks are present on this compilation. All the games are ready-to-run from the CD - from an easy to use graphic user interface. Another excellent CD!

GAMES DELIGHT £24.99

40 different Amiga games: Action, card games, strategy games. All the games on this CD-ROM are commercial, no public-domain. Works with the CDTV/CD32.

FRESH FONTS

VOLUME ONE £16.99

VOLUME TWO £17.99

Volume 1 contains 626 MBs of freely distributable fonts, 200 font families such as Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts with the copyrighted Thienen family. 231 families in total each with 8 different styles : Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

PRO CLIPART 2 £18.99

This is a multi-format CD that contains data in IFF and PCX format for Amiga and PC users. Includes categories such as animals, boys, cultural, floral and natural, girls, holiday, literal, mythological, scenery, transportation and work images. Also bears, cats, dinosaurs, dogs, insects and horses and cultural images from Egypt, Japan, Native America, Polynesia and Persia. All in all one excellent clipart collection for Amiga/PC..

Includes a 250 Page Book!

LSD COMPENDIUMS

Volume 1 — Volume One £16.99

LSD were "famous" for their excellent disk magazine and LSD Legal Tool compilations. This CD carries on this tradition of quality productions...bringing you one of the best CDs from Autumn 1994.

Volume 2 — Volume Two £17.99

Contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but if you need that elusive utility then this is the place to look.

FRESH FISH

VOLUME 8 £23.99

VOLUME 9 £24.99

The Fresh Fish range of CDs are very popular with the avid collector of Amiga public domain. All volumes are DOUBLE CDs. Volume 9 contains: the complete set of GNU tools, including EMACS, text utils etc, the Commodore N.D.U.K., PasTeX inc 60MB of pk fonts, FAX fonts, 600 DPI fonts, hardware and software reviews, and many more files.

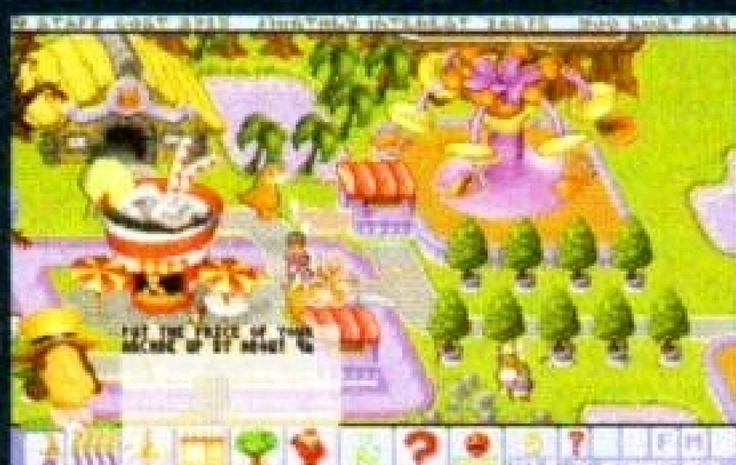


The first in an occasional series, Steve Bradley checks out the hottest, recent CD32 releases and finds out what you can expect to see shortly.



CD32 Check

THEME PARK
(*AF61*; 79%)
Mindscape 01444 246333 ■ £34.99



A brilliant build-your-own-pleasure-complex simulation from Bullfrog, the CD version was somewhat let down by a rather fiddly and downright unfriendly control method. You plan everything, from how big the roller coaster is down to where the burger bars, candy stalls and toilets are situated.

And once you're up and running, you can expand and become all-mighty. Despite the above misgivings, a colourful and detailed extravaganza.

PGA EUROPEAN TOUR
(*AF61*; 83%)
Ocean 0161 832 6633 ■ £27.99



Without doubt, the finest golf simulation on the Amiga and the only reason the mark isn't in the 90s is because the game wasn't sufficiently better than the ancient PGA Tour. They could have added a couple more courses, too. But it's beautiful, incredibly playable and the maxim applies, "the more you play it, the better it gets".

SPEEDBALL 2
(*AF72*; 91%)
Renegade 0171 391 4318 ■ £14.99
An ageing classic, converted to CD and all for a very reasonable 15 nicker, although *Speedball 2* may have been around for years, it's still the definitive, violent-but-subtle-in-equal-measures sports sim.

Play the ball short, play it long. Barge your opponent remorselessly into the side-wall with that new armour you bought after winning the last couple of matches. Quite remarkable.

SHADOW FIGHTER
(*AF72*; 89%)
Gremlin 01142 753423 ■ £29.99



Beautifully drawn and a vast range of characters and moves, the might of *Shadow Fighter* caught us by surprise. Written by some chaps in Italy and arriving with not a toot of a trumpet fanfare, this glorious beat-'em-up is reckoned by many observers to be one of the greatest of the Amiga's pugnacious games. It is.

SYNDICATE
(*AF73*; 90%)
Mindscape 01444 246333 ■ £34.99
Bullfrog's unashamedly graphic, violent cyberfest turned up on a silver platter almost two years after its floppy outing. You're a special agent, fighting a strategic corporate war with rockets, machine guns, flame throwers and, best of all, you can buy cyborgs to do all the dirty work.



It's beautiful by design, graphically gory and with missions by the truckload; a monumental challenge. Essential, though the faint of heart should steer a southern course.

SUPER SKIDMARKS
(*AF73*; 92%)
Guildhall Leisure 01302 890000 ■ £29.99
Not only the finest racing game on the CD32, but a fantastic, playable demo of the Earth-shattering Guardian, the PD version of Defender and the stupendous, rendered Roadkill intro sequence.

To *Super Skidmarks*, though. Up to eight can bounce, bump and slide their way through a plethora of courses, driving buggies, Beatles, racers, pick-ups and even caravan-towing cows. Brilliant for one, stonking with eight.



SKIDMARKS 2: This game has captured the office imagination like no other in '95. The cunning blend of speed and dextrous joypadular skills require both concentration and application.

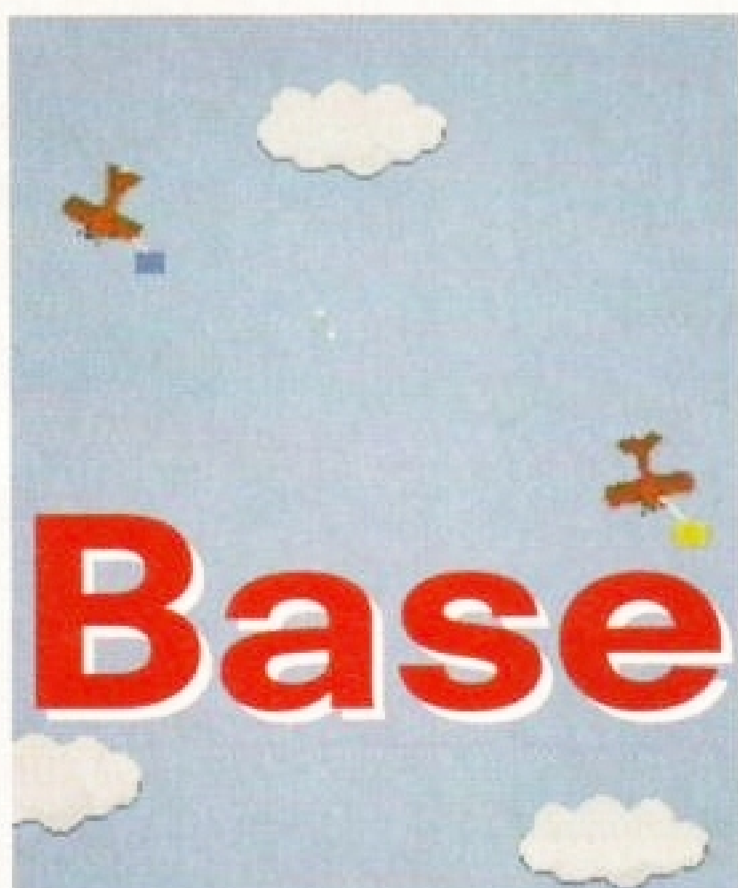
COMING SOON

Gloom CD32
Guildhall Leisure
Release; Soon/now
Turn to page 43 for the floppy review. *Gloom* is a Doom-clone from the top drawer and it's a great sign that smaller games publishers support the Amiga CD medium. Unfortunately, as we go to press, the final CD version still isn't with us. Update next month.

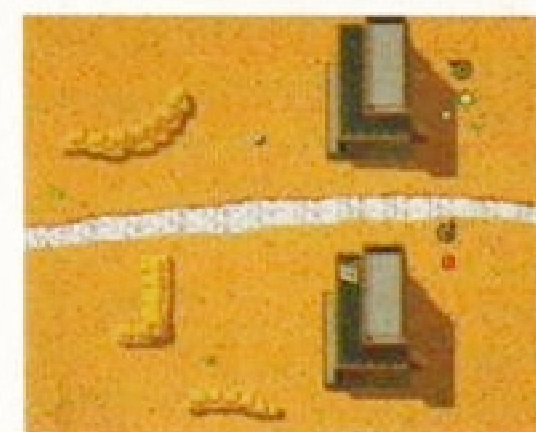
Fears CD32
Guildhall Leisure
Release; Late August
Another impressive-looking Doom-clone. It's similar in style to Gloom with levels galore and serial-link options. The demo we've seen looks great with smooth, quick screen-updates and some strange monsters.

Andre Agassi Tennis CD32
Guildhall Leisure
Release; Late August
Acid, who have written some of the very best Amiga games of the past year are serving here, and even the demo we saw a year ago looked mighty impressive.

The Lost Eden CD32
Virgin
Release; September
You are Adam in Eden, making pals with the animals in this point 'n' click adventure. The consequences of your actions are shown in a series of stunning rendered, movie-style clips. Looks great, but will it play?



He runs to the top of a tall building, he straps on a parachute and he jumps. Steve Bradley finds out whether this really is as much fun as it sounds...



Base Jumpers CD32

It's grand when the software companies send us games with a host of cheats and level codes, the details of which we couldn't possibly reveal to you, our beloved readers. And if it weren't for Grandslam jotting down all the sub-game codes – and there are plenty – your correspondent would have difficulty in describing the ballroom dancing game, where the participants shuffle around a dance floor to a choice piece of classical music.

He'd have a terrible time explaining how, when the music stops, the players all dive for the spotlight until the last one's out, rather like musical chairs. It really is one of the most unusual spectacles we've ever seen in a computer game. So, thanks Grandslam, for that.

Base Jumpers is a platform game, but if you've read the previous paragraph, you will ascertain that it has more to it than simply jumping around ledges. The title refers to an activity which takes place when you reach the summit of the level you are tackling. Upon reaching the apex, you hurl yourself off the top of the building with a parachute strapped firmly on your back.

The aim is to be the last of the four players to pull the rip cord, acquiring points in the process. And on the way down, you can shove your opponents on to flagpoles and chimneys. Yes, it really is rather fun, especially if you're playing three human opponents; two on each joypad – one using the directional controller, the other the buttons.

Happily, we can announce that the CD32 version is both larger and cheaper than its floppy counterpart. More levels, more sub-games, including jet and bi-plane bashes, a car race and a tank battle.

The two new levels are smashing; the Kung Foo stage is a beat-'em-up-the-ladders affair, while the Therapeutic level looks like cutesy Rodland, but you get a machine and rockets to blast at the heinous fluffy bunnies. And a water pistol!

Base Jumpers doesn't set the world alight, nor boundaries does it break. The sprite can be difficult to control and some of the sub-games are incredibly difficult, particularly the bi-planer.

However, get four friends huddled around a CD32 and it's spanking fun, the only disappointment being that once you're out, you don't come back – frustrating when you're left on your own.

But congrats to Grandslam for knocking six quid off the floppy price. Way to go, as they say abroad. No, don't go expecting the world from *BJ*, but as multi-player-platform-games-with-loads-of-sub-games go, it's a rollicking, er, roller coaster.

The words fast, furious and fun have been banned at *AF*, so I won't use them.



A new level for the CD32 version, this may look like the cute platform-classic Rodland, but equipped with rockets and guns, destruction is nigh on certain.

BASE JUMPERS CD32

Publisher	Grandslam 0181 680 7044
Price	£19.99
Versions	CD32
System requirements	CD32
Release date	Out now

Graphics	7 out of 10	Cute-'em-up, quirky. Pleasing.
Sound	8 out of 10	The classical music is an absolute delight.
Addiction	7 out of 10	The more the merrier, as is the way of these things.
Playability	7 out of 10	Odd control at times, but all the extras make it worthwhile nevertheless.

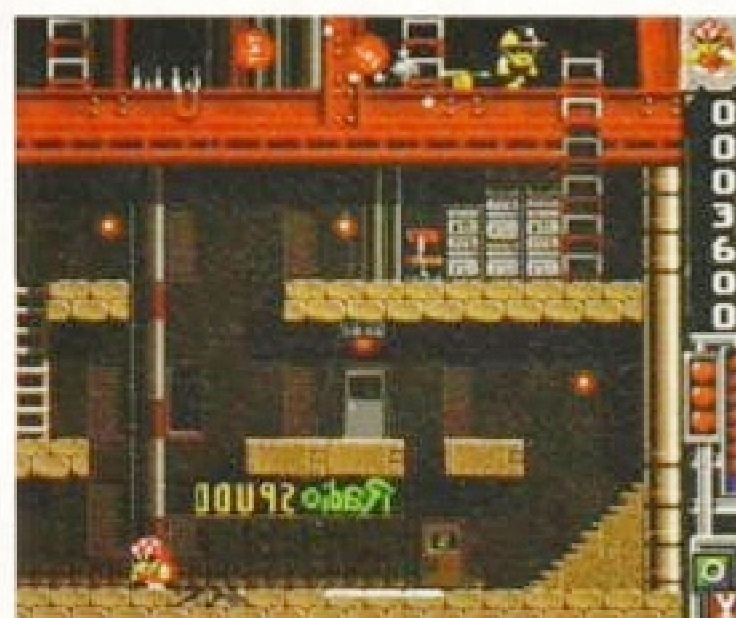
Overall verdict

A splendid, multi-player platformer with 'shutes and sub-games. Belly laughs with four.

79%



Aha, the Ballroom Dancing sub-game, one of the finest, most ludicrous, yet amusing sequences designed in any Amiga game.



Mount the stairs, hop across the ledges, jump on top of the baddies and head for the roof before you take fate in your own hands.



Ah, so (geddit?) this is the new Kung Foo level where your talents in the martial arts are tested to the full.

Congrats to Grandslam for knocking six quid off the floppy price. Way to go, *Jumpers*.



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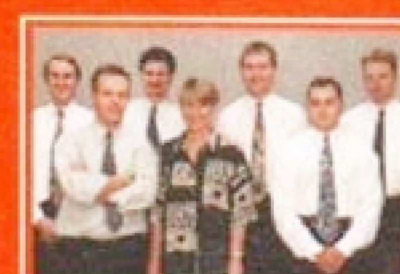
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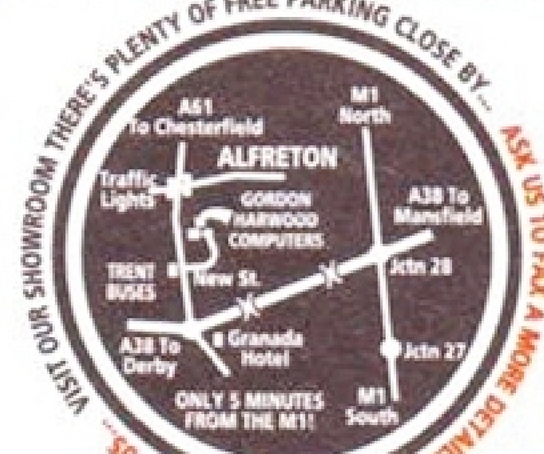
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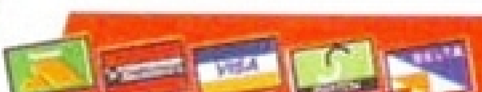
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SEND IT IN
If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

Welcome, friends. Top tips time again and we've brought you the second part of the solution to *Monkey Island 2*. Why? We get 50 letters a month about it.

GameBusters

SUPER LEAGUE MANAGER

Reviewed *AF*70 77%
Audiogenic 0181-424 2244

Neil Burgess from Ashton-under-Lyne offers a few general hints for Audiogenic's *Super League Manager*, based on his managerial rise from Folkford to Oldbridge:

1) Through careful training, build Folkford into a formidable team. When the value of several of your players reaches £1M, start your plans to move clubs.

2) Poach the same number of cheap players from other clubs (no matter which position they play) as the number of £1M players on your team.

This will stop your chairman moaning and cancelling any great deals you make.

3) Once you have acquired all your cheap replacement players, put all your £1M players on the transfer list.

4) Apply for the largest possible bank overdraft your chairman and bank will let you have.

5) Let's assume you are approached by the chairman of Oldbridge to take up the manager's role. Accept their offer.



Rumoured? Haven't the club kept accounts of these transactions. I can feel an inquiry coming on. Oh no, here comes Graham Kelly.





6) Sell all your £1M players from Folkford. This could possibly net you a whopping £5M.

You must complete these transactions before the penultimate weekend at Folkford, otherwise the money will not be available in time for the next step.

7) Approach Oldbridge to buy one of their cheap players. If the Oldbridge manager agrees to sell, offer to buy his player for £8M (£5M cash and £3M from overdraft).

8) Move to Oldbridge with Folkford's best wishes.



9) Check your bank balance at Oldbridge. You have £8M to spend at your leisure plus any monies left by the previous Oldbridge manager.

10) Repeat this performance to take you on to an even bigger stage with much richer pickings.

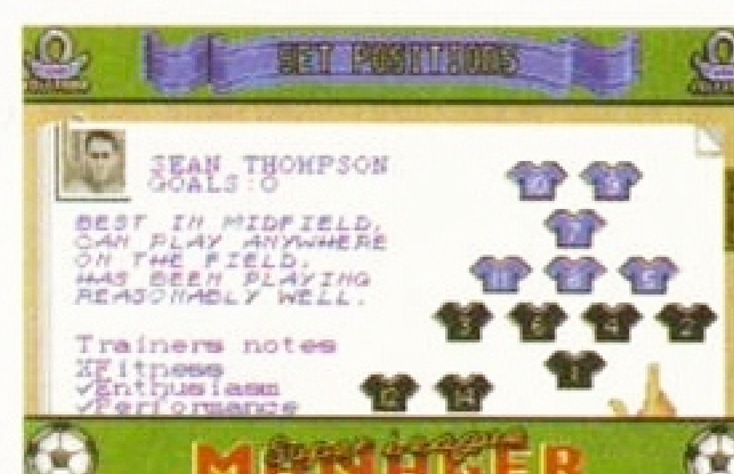
Neil is currently at Marwick with £23M in the bank. Not bad.

Check out the sports pages of the newspaper for all the latest gossip and rampant speculation.

Continued overleaf ➡

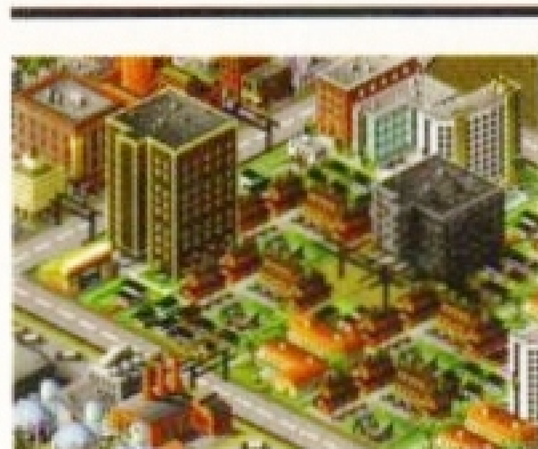


Everything you need in Audiogenic's Super League Manager is within an arm's length at your desk. You can even watch little anims of the players working out while you sit back and relax.



Take note of what your trainer tells you about the players – it makes a difference.

You are asked by the chairman of Oldbridge to take up the manager's role. Accept!

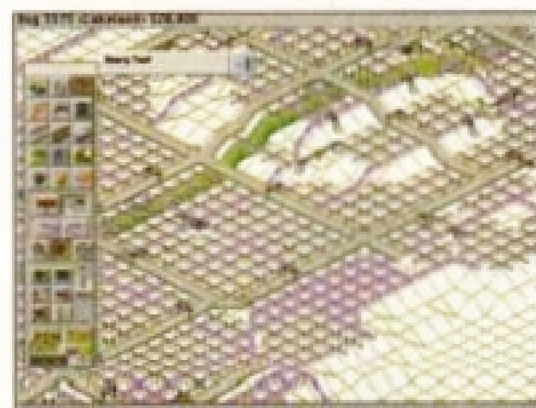

It ain't easy to provide power cheaply for a whole city. But...

SIM CITY 2000

Reviewed *AF*66 90%
Maxis 0171-490 2333

Here's a tip for *Sim City 2000* from Nick Donnelly of Ely. In the Terrain Editor at the start of the game, build up a large hill/mountain in the centre of the screen.

Cover this with water and it then turns into a waterfall. Now, build loads of hydro electric plants on it – if you build it large enough, you should have enough water to power the whole city.


...build huge waterfalls and utilise a cheap source of energy.


Never light a candle in a room full of dynamite boxes. Never!





LEFT: "Captain Marley, where should we bury the treasure?" "Buffalo Soldier, in the heart of America." "Marley, the treasure?" "Buffalo..." ABOVE: Poor chap had a coffin fit, apparently. Now there's definitely a hammer in the inventory and, surely, some nails knocking about. You could've...

MONKEY ISLAND 2

Starting from the map in part two.

PART TWO – Rapp Scallion's Map

This is buried along with its unfortunate owner in the crypt in the Scabb Island cemetery. Buy the saw from the shop and take it to the laundry on Scabb Island. Look for the "three men of low moral fibre" sitting on the ledge and use the saw to cut off the wooden leg of the man on the right. When you leave, he will wake up and scream, attracting the attention of the woodsmith. This will allow you to enter the woodsmith's hut and take his hammer and nails.

Sail to Booty Island and enter Stan's Used Coffin Emporium. Ask Stan to demonstrate the deluxe model – when he climbs in, close the lid and quickly use the hammer to seal the coffin. Take the crypt key.

Go to Phatt Island and enter the mansion. Distract the guard at the bottom of the stairs by telling him about the three-headed monkey and enter the Governor's bedroom. Use any library book in order to get the book of famous pirate quotations from the bed. On your way out, enter the library, look up 'Recipes' and take the book called 'The Joy of Hex'.

Return to the cemetery on Scabb Island and use the key to enter the crypt. Match the quotations in the book to those on the coffin lids to work out which coffin Rapp Scallion is in. Open it, look at it and take some ashes. Visit the Voodoo Lady in the swamp and find the jar marked 'Ash-2-Life'. Ask her about it and she'll use the ashes and the book to make you a batch. Go to the crypt and use it on the ashes to resurrect Rapp Scallion.

Eventually, he'll tell you he can't rest in peace because he thinks he left the gas on. Use the key he gives you to enter the Steamin' Weenie Hut on the beach and use the knob to turn off the gas. Go back to the crypt and he'll give you his part of the map.

AFTERWARDS

Go to the library on Phatt Island and open the lighthouse. Take the lens and give it to Wally on Scabb Island to use as a monocle. Show him the map and he will agree to help you after you pick up his love potion from the voodoo lady. Do as he tells you, but while you're in the swamp LeChuck will capture him.

Take the bag from the Voodoo Lady and open it to get the love bomb and the matches. On your way out of the swamp, you'll see a crate on the shore. Open this and climb inside to be taken to LeChuck's fortress.

PART 3 – LECHUCK'S FORTRESS

You'll climb out of the crate at the entrance to LeChuck's fortress. Walk all the way, right until you reach the jail, look at the cell and talk to Wally. Go back to the signs and enter the back tunnel – either direction will do.

The next section is a logic puzzle. If you look at the spit-encrusted piece of paper, you'll find written on it the lyrics to Guybrush's dream. Ignore the first room and walk straight through.

From the second room, look for a stone carving which matches the description given in the first verse of the song. If you find it, push it and walk through. You should still be in the maze. If you don't find such a carving, keep walking until you *do* find it.

Next, look for a stone carving which matches the second verse, push it and walk through. Do this for the third and fourth verses and you should find yourself standing in front of a massive door. If, at any stage, you find yourself back in the room with the signs, you've made a mistake and will have to start the process again from the beginning.

Assuming you can make it to the door, ignore the locks and simply open the door. Walk through to the throne room and take the key. You'll be thrown into LeChuck's torture chamber. When the candle starts to burn, use the crazy straw on the green drink to gain the power to spit (about the only thing you can do when you're

HELPING HAND

OTTO'S BLOTTO



I've got to the guardroom in *Operation Stealth* and I'm well and truly stuck. Please help.

Otto Reislinger
Hanover, Germany

Take the inkpad from between the chair and the mess on the desk, ink the stamp on it, USE it on the orders sheet, OPERATE the cigarette case, EXAMINE and OPERATE the blue one, USE the cigarette paper on the glass and a fingerprint will appear.

PENNY'S HEADS

Dear Steve, In *Indiana Jones and the Fate of Atlantis*, I cannot get through the door in the labyrinth in Crete. I have put two heads on to the shelf, but I need something more to weigh it down. If I pick up the last head, I cannot get in. I would use the minotaur head, except it's too heavy to pick up. What can I do? Desperately seeking consolation.

Penny Tulla
Stanmore, Winchester

Aha. Now here's what you need to do, Penny. Yes, by all means take the two heads and walk through the door, but, once you're through, grab the third head with your whip. Now you can weigh the shelf down.

The minotaur head should be whipped on to the lift to provide enough weight to activate it. I hope.

NO MONKEY IS AN ISLAND

For all those folk who are *still* writing in for help on *The Secret of Monkey Island* (original), we re-printed the whole solution in *AF*65 – November '94. You could get a back issue.

HOOK YOUR TACKLE

Yes, I know, I should have finished it by now, but please, have you got any hints for *Hook*.

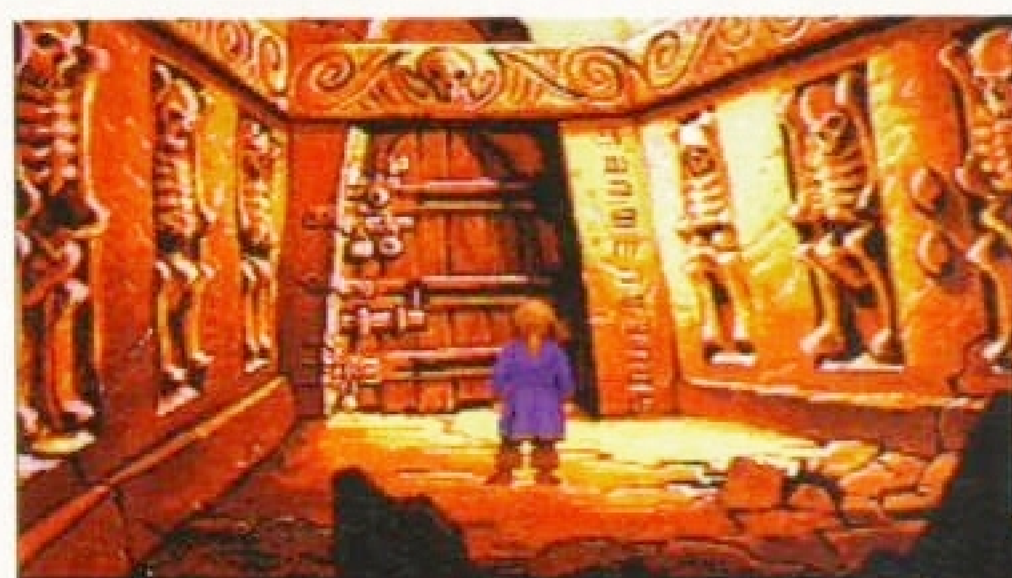
Dan Johnson
Leamington Spa

Here goes. Head into the Bait and Tackle bit and pick up the mug next to the candle. Continue clicking on PICK UP in the space where the mug was and you'll get the items you need to complete the game. Cunning, huh?

LAST ACTION HERO

Have you got any advice or cheats for *Indiana Jones and the Last Crusade* (action game).

Rob Smith
Walsall





"Give this, pick-up that, push this, pull that, open this, close that... I'm getting sick of this. Go and play something else for a change."









Those bones, those bones, those dry bones, now hear the words of LeChuck. And to find out whether he was hasty, buy the game.

swinging from the ceiling by your hands!). Spit once at the shield on the right of the screen, once at the pan at the bottom and, again, at the shield. This puts out the candle, allowing Guybrush and Wally to escape.

Use the matches to discover that you're now in a room full of dynamite. The resulting explosion will destroy the fortress and blow you to...

PART FOUR – DINKY ISLAND

You'll land on the beach. You can talk to Herman Toothrob, but don't waste time trying to solve his philosophical riddle since it's irrelevant.

Open the boxes and barrels and give the cracker you find to the parrot, who will reveal the first part of the route to the treasure. Make sure you pick up the crowbar, the martini glass and the bottle.

Enter the jungle and take the left-hand fork. Walk until you find the bag hanging from the tree. Use the crowbar to break the bottle and use the broken bottle to slash the bag.

Take the box of instant cracker mix which falls out and go back to the beach. Fill the martini glass with water from the ocean and use the whisky still to remove the salt. Use this water with the box to make two more crackers.

Go back into the jungle and go right this time, until you reach the pond. Take the rope off the crate and remove the nails using the crowbar. Open the crate and take the dynamite. Head right two screens, until you reach the parrot.

Give him a cracker and follow his directions until you meet him again. Give him the final cracker, do as he says and you'll find an enormous 'X' in the ground. This is the resting place of the treasure of Big Whoop.

Use the shovel to dig until you hit cement. Use your last match to light the dynamite and throw this in. Enter the hole. Tie the crowbar and the rope together and use them on the twisted pieces of metal above your head to swing across to the treasure chest. The next section should seem familiar.

When you find yourself in the dark, scan the cursor around on the right-hand side of the screen until you find the light switch. Turn it on and prepare for a surprise! After LeChuck has finished posing, you'll realise that he cannot actually *harm* you, just annoy you, and you can get down to the serious business of killing him.

DEFEATING LECHUCK

As in the first section of the game, you'll need to make a voodoo doll to defeat LeChuck. The basic idea is the same – you'll need four objects:

● Something of the Dead

Walk as far right as you can and enter the room with the two skeletons. The object is in the skull of the skeleton on the right. Make sure you take the hypodermic syringe from the drawer and the surgical gloves from the bin.

● Something of the Body

Use your clean white handkerchief on LeChuck and take it back after he has blown his nose on it.

● Something of the Head

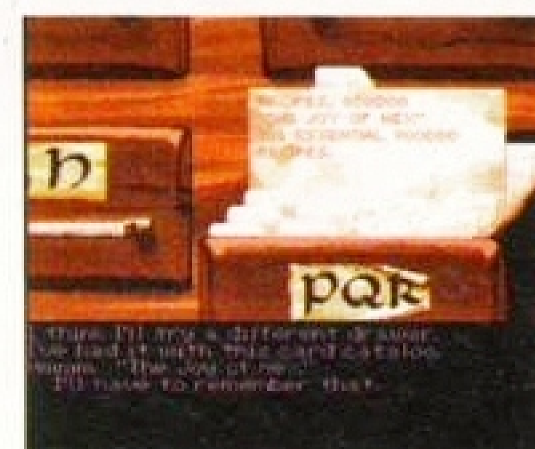
Enter the room with the boxes and take the helium balloon and the doll. Go to the helium tank in the next room and blow up the balloon and both surgical gloves. With these you should be light enough to operate the lift. Call the lift, enter it and wait for LeChuck to appear in the doorway. When he does, pull the lever and you should trap his beard in the lift door.

● Something of the Thread

Enter the room with the grog machine and use the coin return lever. A coin will roll across the floor and LeChuck will stop to look at it when he comes in. When he bends over, quickly pull his underpants(!).

Place the skull, the hankie, the beard, the underpants and the doll in the JuJu bag to create a voodoo doll. Wait for LeChuck and stab the doll with the syringe. Chase him and do it again. When you get the chance, rip the leg off the doll.

And that's (almost) it!



Jokes aplenty as you pick up a book on intimate details of voodoo recipes.



Trapped, like a man in a blue coat in an Amiga adventure game. Tragedy, eh?



No more questions about this to Helping Hand, then. I bet we will still get loads, though.

Try typing in SILLYNAM on the high score table for infinite continues. To activate another cheat, type IEHOVA on the title screen. Press 2 to advance you through the level, and L to move you through to the next scene, whereas I will give you an icon. Hurray.

ARABIAN FRIGHTS



I'm stuck on level eight of the fab *Arabian Knights*. Can you offer any assistance?

Sean McDonald
Dumfries

A quick cheat, type in SIMEON on the title screen and press tab – you can now skip levels. But we know you won't want to do that, of course. No, what you'll want to do is this. Shoot him out of the skies with a mixture of cunning and extreme violence.

CHEAT THE BOSS

Are there any level codes for *Soccer Kid*? I'm rubbish at it. If there aren't, can you offer any advice on defeating the second boss?

Colin King
Collingham

Sorry Colin, but there are no level codes. Makes it more of a challenge, eh?

The second boss, if I'm not much mistaken, is Paverelli. When he's on his platform, stay near his feet and don't try to hit him. When he starts singing, run out from under his feet and this will leave you with only one note to contend with.

Jump over it and do the same thing for his next song. And when he comes down, hit him two or three times and jump over him. Once you are over, stay as close to him as possible for maximum shelter, since he (hopefully) vainly attempts to blow you up.

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll do our best to print it.

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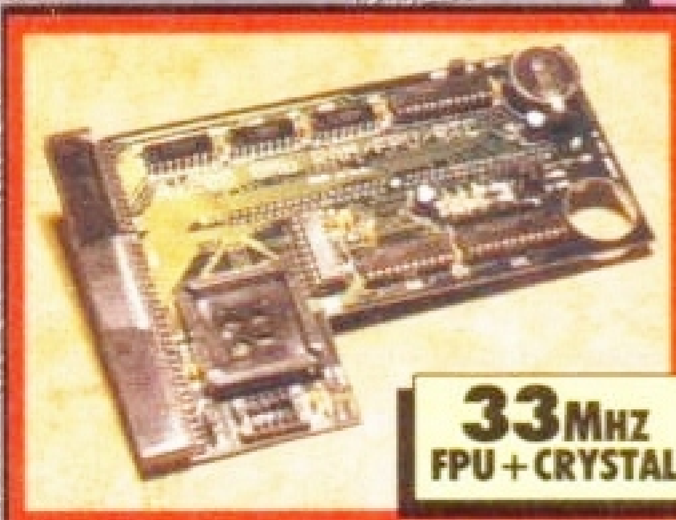
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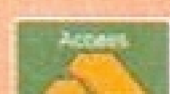
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Re-releases



ISHAR TRILOGY: However graphically resplendent the *Ishar* series may be, you simply cannot deny that there is an awful lot of wandering around.



ISHAR TRILOGY: The old man leaned forward. "What do you mean the Trilogy? But only last month I went out and bought *Ishar 2* on budget." Doh!



ISHAR TRILOGY

Daze Marketing 0171-372 7435
■ £29.99

Role-playing games, the former staple-diet for Amiga-gamers, are a little thin on the ground these days. With few in development, it's heartening to know that at least the oldies are occasionally re-released.

The *Ishar* series, bless 'em, aren't the finest Amiga RPGs, but consistently better than average. Now, they proudly gather by a tree, near the cave with a big sword and dragon, smartly priced at £30.

Ishar: Legend of the Fortress (*AF*37; 76%) started the ball rolling, though, 'tis said, it's the sequel to the patchy *Crystals of Arborea*.

Anyway, as such fare would have it, you find yourself in a field with a big sword on a mission to gather a hearty band of like-minded coves, discover exactly what the blazes is going on, cast a few spells, kill the bear in the cave and head for the alehouse, content at the day's work.

A tad flippant, perhaps, but you get the idea. Huge, though, is *Ishar* with 20,000 locations and 160,000 views (yes, we've counted every single one), but this inevitably means that aimless meandering plays a lead-role in your adventuring day.

OK, let's get the poor joke out of the way. *Ishar 2* – bless you (*AF*50; 79%). This one runs with the title *Messengers of Doom* and is simply more of the same. It's possibly a little better than *Legend of the Fortress*, as one would expect, it being the sequel and all.

Ishar, in danger once more, requires a helping hand and, again, you assemble a gang of buccaneering bravados, handing out weapons with some abandon.

Puzzle-solving, sword-swishing and poem-collecting make up the mighty warrior's day, though, again, the aimless meandering serves to do nothing but annoy the player.

Graphically, *Ishar 2* is a treat, as is the icon-based controlled system and smooth auto-mapping. Unfortunately, one can't help but feel that programmers Silmarils were going through the motions, rather than attempting to take *Ishar* to the land that time forgot. Or somewhere...

And so on to *Ishar 3: The Seven Gates of Infinity* (*AF*58; 72%). The sub-title refers to seven different eras which you visit by the mighty means of time-travel – you step into a Time Portal, a black, Tardis-esque box and, whoosh... off you go.

The same game-engine is dropped in again and yes, there is still a monumental amount of traipsing around involved and it's the usual mixture of monster-slapping and puzzle-solving.

One helpful, extra feature is that when you visit places, there now appears a colour-coded flag on the main map. You know where you've been, basically.

And photorealistic people wander around the streets of various towns, though you can't interact with them at all, which makes it simply an atmospheric device.

Starved RPG-fans who have yet to sample the delights of *Ishar* should enjoy the meat of this trilogy, but those not prepared to meander should ride a dragon and swipe the box in half with their sword.





ISHAR TRILOGY: You can take a party from the first *Ishar* game and plough them onward through to number three, *The Seven Gates of Infinity*, where colour code flags allow you to trace your movements.

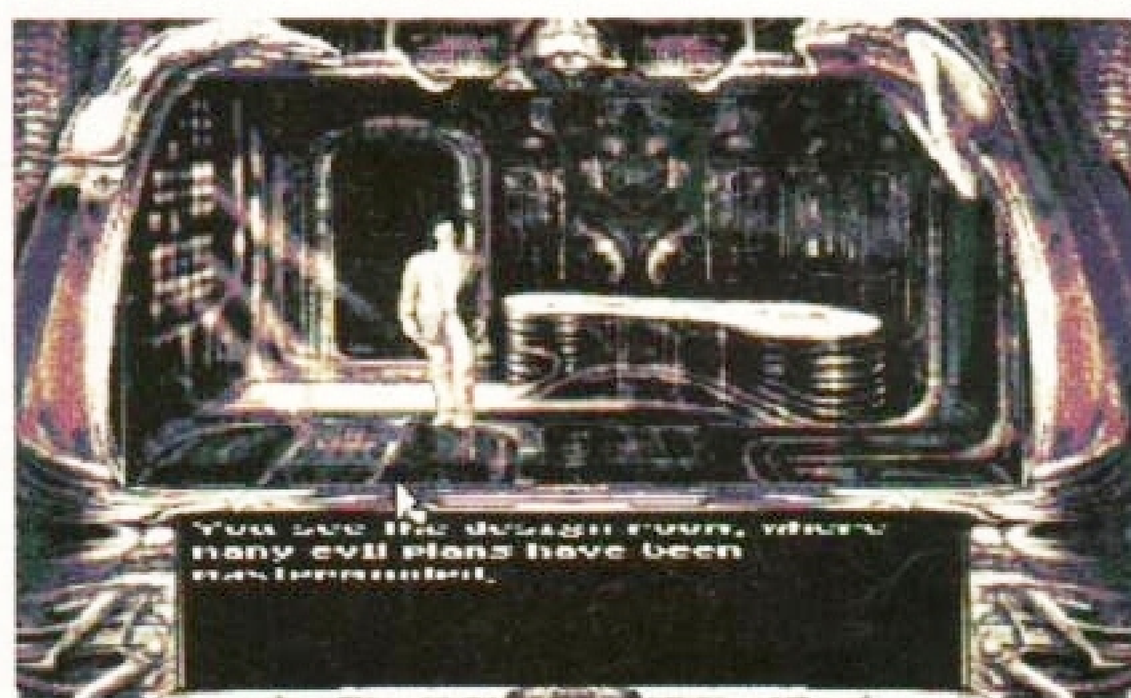
70%







DARKSEED: A case of graphic beauty at the expense of playability, *DarkSeed* would have benefited from a more open-ended structure to the gaming environment. But despite this, Amiga adventurers, it's still worth a peek.



DARKSEED: The man responsible for creating the horrible creature that comes out of people's stomachs in *Alien*, H.R. Giger, is also the man behind the graphics in this adventure game.

DARKSEED

Action 16 01276 684959 ■ £14.99
Reviewed *AF*44; 72%

Mike Dawson has headed off to an old, spooky house on a hill for some quality time on his lonesome.

But before you can say, "Anthony Perkins was right scary in Psycho, but he wasn't as good in the sequels", unusual things start to happen and off he goes to a parallel universe where horrendous creatures, like babies, morph into fearsome things.

The graphics are designed from artwork by *Alien* creator, H.R. Giger (you know, the film *Alien*), and, digitised in hi-res, they're truly stunningly impressive.

Unfortunately, as point-'n'-click adventures go, *DarkSeed* is awfully linear, with tasks needing to be completed within a set time and order. Because you often don't know whether you've done the business correctly, you can drift along for ages before you realise that you better start again.

The pick-up, do-this, get-on-with-that control system is dandy and the characters use a mixture of sampled speech and text which makes the caboodle atmospheric but, frightening though *DarkSeed* occasionally is, it remains a triumph of beauty and plot over gameplay.

CAMPAIGN 2

Action 16 01276 684959 ■ £14.99
Reviewed *AF*56; 79%

A pleasant combination of 3D arcade action with a barrowload of strategy for good measure, could open bat here. But how long will it stay at the crease?

The original *Campaign* (*AF*41; 79%) was set in the Second World War. Its sequel is further up the time-scale, from the Korean War to the Gulf business.

It isn't a game you can pop straight in the drive and head off in search of glory, because there is a host of icons to click around and a monster manual. And what with tanks, helicopters, platoons, missiles and motorised infantry to lord it over, you often feel your brain is nigh on about to explode.

Fortunately, one can choose to let the Amiga do one's bidding when the going gets tough, but those that enjoy a 3D tank-battle will be perfectly happy to hammer it out.

After the fortunately comes the unfortunately, namely arcade and strategy do not sit as comfortably as they might.

Attempting to be all things to all men (and women, of course) leads to confusion more often than not and the arcade sections, though a tempting diversion are often somewhat laboured and unrealistic.

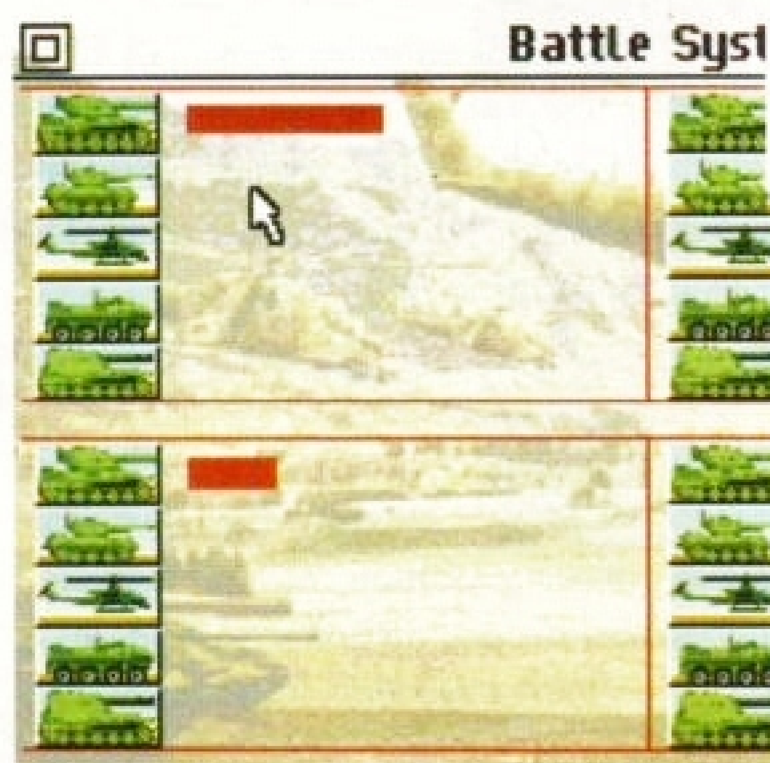
Wargame-fans will, no doubt, rejoice at the £20 price-reduction and it's solid enough without ever attaining heights of excellence. AF



CAMPAIGN 2: Enter the confines of a tank and trundle the fields, killing all in your midst in the 3D battle mode. But to be candid, the battle sections are rather unrealistic, with armoured vehicles boshing each other at close quarters. But as an out-and-out strategy game, *Campaign 2* performs grandly.

79%







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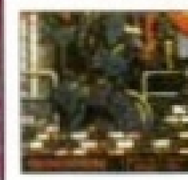

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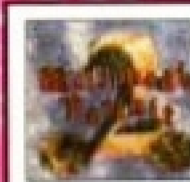
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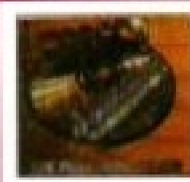
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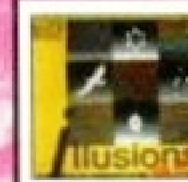
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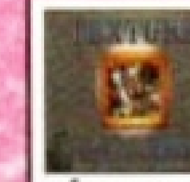
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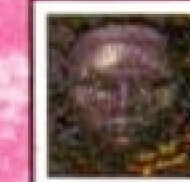

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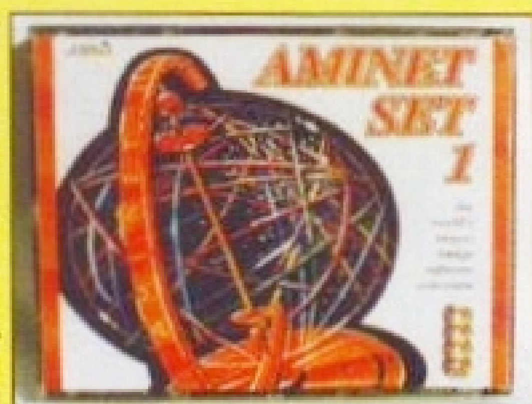


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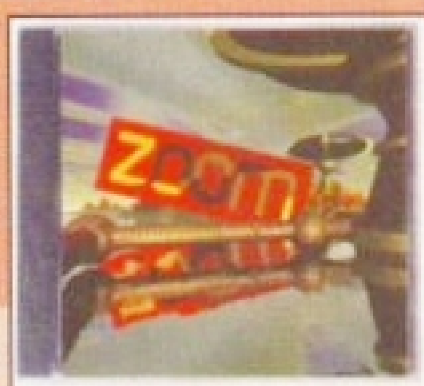
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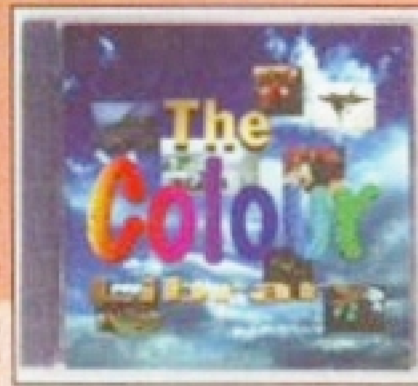
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THE COLOUR LIBRARY, not only contains the latest graphical PD from all over the world, the Net and BBS sources it also contain over 1,700 clipart & colour image files divided into various categories to aid selection. The files may be "imported" into most of the popular desktop publishers, art packages, viewers and word processors directly from the CDROM. ie, without the need to put them on your hard disk first.

We have included several useful utilities to enhance the performance of this disc. First is FILLY GIF, This allows you to view any of the images on this disc, prior to use. Second is Photovision which is a full featured image manipulation and viewing tool from Software Vision Corporation. Another program which is also a firm favourite is Envision Publisher which is a top quality desktop publisher, there are of course loads more of the most popular shareware titles on this disc and all come with full instructions for use and where to obtain the full version if required. Categories include Animals, Bikes, Birds, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaur's, Dogs, Fantasy, Fish, Flags, Flowers, Food, Helicopters, Houses, Inserts, Maps, Medical, Men, Military, Misc, Modart, Painting, Photov, Places, Planes, Raytrace, Scenic, Sci-Fi, Sea, Ships, Smartart, Space, Sports, Sytar Trek, Swimsuits, Things, Trains, Wars and Women.

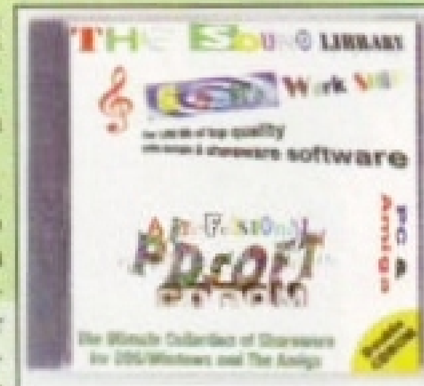
CD053 PRO IFF & PCX 2 £19.99



Comes in both IFF and PCX formats to cover both PC & Amiga users. includes such categories as animals, boys, cultural images, floral and natural images, girls, holiday images, literary figures, mythological images, scenery, transportation, and work images. The disc contains drawings of bears, cats, dinosaur's, dogs, insects, and horses. Cultural images from Egypt, Japan, Native Americans, Polynesian, and Persia are also included on the disc. Floral and natural images include blossoms, planets, sky, the sun, trees, and weather. Comes complete with a 250 page book with most of the images printed. Other sections on the cdrom are Wallpaper backgrounds for Windows & Workbench v2.0+, Grx utilities, viewers & converter's, Icons and loads of Magic Workbench software.

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Over 1,000 Mb of the best quality Public Domain / Shareware software for Amiga and PC computers. Its the most comprehensive collection of sound related software and musical data to date.

Includes: MIDI files in various formats. Hundreds of Megabytes of excellent music to listen too, (or change/edit them to insert them into your own applications), over 6,500 MODULES or MODS, Over 1,000 VOC files, Over 1,000 WAV files, Over 1,000 Samples and hundreds of ready to run music related software titles, converts, sequences, Applications, drivers, Information, Players. AMIGA ONLY; latest versions of Sound Tracker, Pro Tracker, MED, Noise Tracker, EdPlayer, Rippers, Samplers, Sound Effects Pro Wizard converter's and some much more. PC ONLY; latest version of Whoop-it for windows, Drum Blaster, Tetra sequencer, Blaster Master, Windows sound utilities, Trak Blaster, Accu Music system, Multi Media Jukebox, Cinema, MOD4Win, Music Sculptor, Surfs UP, PC Drummer, and much, more!.

CD180 SPECCY SENSATIONS 2 £19.99



Its truly a multiplatform CDROM with Emulator's for various computer types such as The Amiga, Atari ST, Mac and PC. Contains some exclusive products which ONLY appear on this CD and have never been released before. You get loads of FAQs, Spectrum Techinal FAQs, Games lists, The modified spectrum ROM, Modified interface 1 ROM, other Modified ROMs, Wallpaper pictures for windows (.BMP) and Amiga Workbench (.IFF), Various pictures in .JPG & .GIF formats of :Tape inlays, Spectrum computers, Game level maps, Famous speccy people and over 100 computer screenshots. Have hours of fun with the best loved computer from yester-years, be pre-paired to spend weeks looking through all the games, utilities, information, maps, and pictures of this classic computer. The perfect choice for anyone interested in the spectrum computer and if you want to convert your own games from tape then this disc will tell you how (req resisted version which is not supplied on the disc).

FRED FISH

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The fred fish range of CDs are very popular with the avid collector of Amiga public domain. All volumes are double CDs all normally contain the latest commodore NDUK, PasTex, emacs, latest pd utils, games etc.

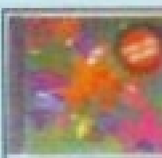
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Fred Fish has been working to supply the Amiga community with high-quality, freely distributable software for the Amiga since the introduction 1985. Contains the offical archive of the 1000 floppy library created by Fred Fish between January of 1986 to April 1994. See Gold fish 2 for the second in the series and coming soon.

CD058 GOLD FISH 2 £29.99

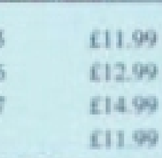


An excellent selection of the best software, anims, pictures, games & other material, released on freshfish CD's between Oct/93 and Nov/94, with most of the material updated to the latest available versions. All of the material is included in both arcived (BBS-ready) and unarchived (ready-to-run) forms.

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Includes a FREE 54 page printed Book with all the programs Names, version numbers & descriptions. is the first cdrom to come with a free printed book which describes all the public domain and shareware titles.

Contains disks library (disks V1501-V1750), and from 4001-4300. This cdrom covers a variety of Public Domain subjects; Utilities, Games, Mega Demos - AGA, Euro Demos, Demos, Product demos, Disk Magazines, Music Titles, Slide shows, Clipart, Fonts, Rave Dance Tracks, Sampled Sounds, Images in JEG, GIF, AGA 256, Imagine Objects, Textures, Animations, Sound Samples, Music Modules, Colour Clip art, Educational disks, Adode type 1 fonts, DPaint fonts, Scalable fonts, Business programs, Word processors, Graphic utilities, Workbench tools, Magic Workbench icons, Music production, Hard drive utils, Comms, Virus Killers, Video production, Emulator's, Fractals, Printer utilities, New Printer drivers, & much more.

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How about every single font we have ever produced! over 4,000 Adobe type 1 font files, 1,500 True Type Fonts, Prodraw Fonts, IFF Mono /Colour fonts, Pro Page II Fonts, Page Setter II Fonts, Also a wide selection of clipart Over 5,000 PCX files, 300 GIF Pics, 1,000 .EPS Format, & 2,379 TIFF files.

CD105 THE GRAPHIC SENSATION £19.99



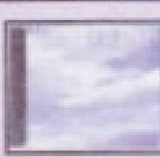
its a collection of the best Graphics tools, 24bit images, Animations like the famous JUMPGATE (5.7Mb), The Apache 3d helicopter and the Space Animation by Samuel Rees. A huge collection for IMAGINE Users - that will take you years to look through, categories including: Anatomy, Animals, Attributes, Aviation, Bathroom, Botany, Building, Clocks, Computers, earth, Fonts, Food, Furniture, gears, Kitchens, Lamps, Land, Logos, Misc, music, Outlet, Phones, Ships, Space, Sports, Text, Toys, Tree_Kit, Vehicles, Video & Weapons. LIGHTWAVE Users are treated to subjects like: as the imagine section, Textures, Tools, Toys, Tutorial, vehicles, Video, ViewPoint & Weapons. 240 ADOBE TYPE 1 FONTS. and a large Textures section.

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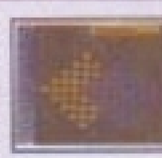
Imagine, Lightwave & Real 3d. From 24Bit club Scotland.Exclusivity for this CD. You will also find dedicated animations for Retina and Opal Vision cards, a selection of EGS utilities and rendered textures in a variety of formats. 3D Arena is one of the better produced cdroms with some very tasty textures and objects.

CD142 MEETING PEARLS 2 £9.99



Contains the following software: **9Mb** HD, CD & SCSI tools, - **23Mb** developer tools, includes. - **59Mb** text, FAQs, CD files, etc. - **52Mb** Graphics programs & data - **16Mb** The Party '94" - **13Mb** various other tools - **8Mb** educational - **46Mb** NetBSD for the Amiga. - **18Mb** terminal programs - **22Mb** Animations. - **6Mb** Music programs - **6Mb** midi programs - **35Mb** pictures - **37Mb** Linux for Amiga - **17Mb** Fractals - **82Mb** TeX installation - **36Mb** movie database - **31Mb** archive for Psion.

CD165 GATEWAY £9.99



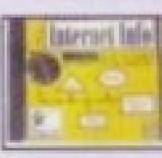
offers NetBSD 1.0 a full featured UNIX-Lite operating system with both sources and binaries for the Amiga, i386, Sun 3 and other architectures. Go networking with a large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as pearl, emacs, games, mail programs, and many megabytes of important text files, such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS Internet utils, such as clients for AmiTCP and Envoy.

NETWORK PACKAGE £34.99



Link between a CDTV or CD32 and any other Amiga. The CD32 of CDTV act's as a CDROM DRIVE, allowing access to any of the above cdroms or other cds out for the amiga. It sets up a Workbench environ-ment & disables the reset function, allow the CD to be changed & access to any other 9660. Contains NComm, Twin, Term and PhotoCD Conversion, and loads of images etc.

CD130 INTERNET INFO £14.99



Contains a sample of the wealth of information that is available on the Internet. The Internet is the computer network linking thousands of universities, research labs, and high technology companies all over the world. You get 17,000 documents about computers and networks; Check it out before you add to your phone bills!.

CD038 MULTIMEDIA 2 £22.99



its a double disc set aimed at music and video professionals and enthusiasts. the contents include the FULL OctaMED v5.04 package, In excess of 250Mb of support files for the OctaMED package have been included, made up from modules, samples, midi files and utilities. Full documentation. In addition we have included the full MultiCraft collection of midi & music X files, samples, modules, tutorials, utilities. The graphics side is well catered for with 500 24bit images backgrounds, textures. Over 140Mb of Imagine objects, 50Mb of Lightwave objects, and loads loads more!

CD141 THE LIGHT ROM £34.99



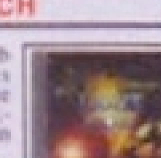
Raytracing - a fascinating area of the computer graphics. Pictures from the computer, perfectly rendered fairytales people all over the world. A real artist of raytracing is Tobias J. Richter from Germany, whose detailed objects all who saw them. Especially his space ships of famous science fiction films, are used to demonstrate the capabilities of a raytracing program. Until now it was difficult to acquire these objects in order to create your own scenes or animations. contains mainly objects created by Tobias J. Richter, together with surface textures

CD115 TEXTURE GALLERY £39.99



1.3 GIG of textures designed for artists. Nearly 1,000 24 Bit textures in numerous file formats includ-ing IFF, TARGA, JPEG, PICT, TIFF and SGI. All are represented with thumbnail renderings on 640x400 index images for easy previewing. its perfect for use with 3D programs like Lightwave & can be used to create Bump maps.

CD057 & CD114 LIGHT ROM 1 & 2 £39.99 EACH



LIGHT ROM - Contains 650 Mb of 3d objects, images, images sequences, scene files, surface attributes, bumb maps, and textures for use with Lightwave. An invaluable resource for all users.
LIGHT ROM 2 - Contains an improved selection of 3d objects, images, images sequences, scene files, surface attributes, bumb maps, and textures all for use with Lightwave.

CD128 SHUTTLE ENCLOPEDIA £19.99



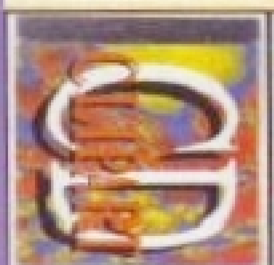
Comprehensive encyclopedia, It has over 3015 GIF images, most in full colour, all royalty-free. It has text files about every mission. Each Shuttle mission is represented, in addition to categories such as the 747 Shuttle Ferry, night images on the launch pad, and pictures of the instrumentation. Delve into the history & excitement of the Shuttle program.

CD091 POV-RAY £19.99



Create 3D Graphics! No artistic ability required!. POV-Ray (Persistence of Vision) is a compilation of images, scene source, programs, utilities & tips on POV-Ray & 3D graphics from the Internet and CompuServe. Unlike some other raytrace compilations this one is aimed fairly and squarely at those, who want to create their own images. Contains the source code for version 2.2 of POV as well as binaries for DOS, Mac, FreeBSD, OS/2, Amiga, Linux, Unix.

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CD070 POWER GAMES £7.99
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CD045 RAY TRACING 2 £7.99
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CD071 ULTRA MEDIA 1+2 £7.99 each

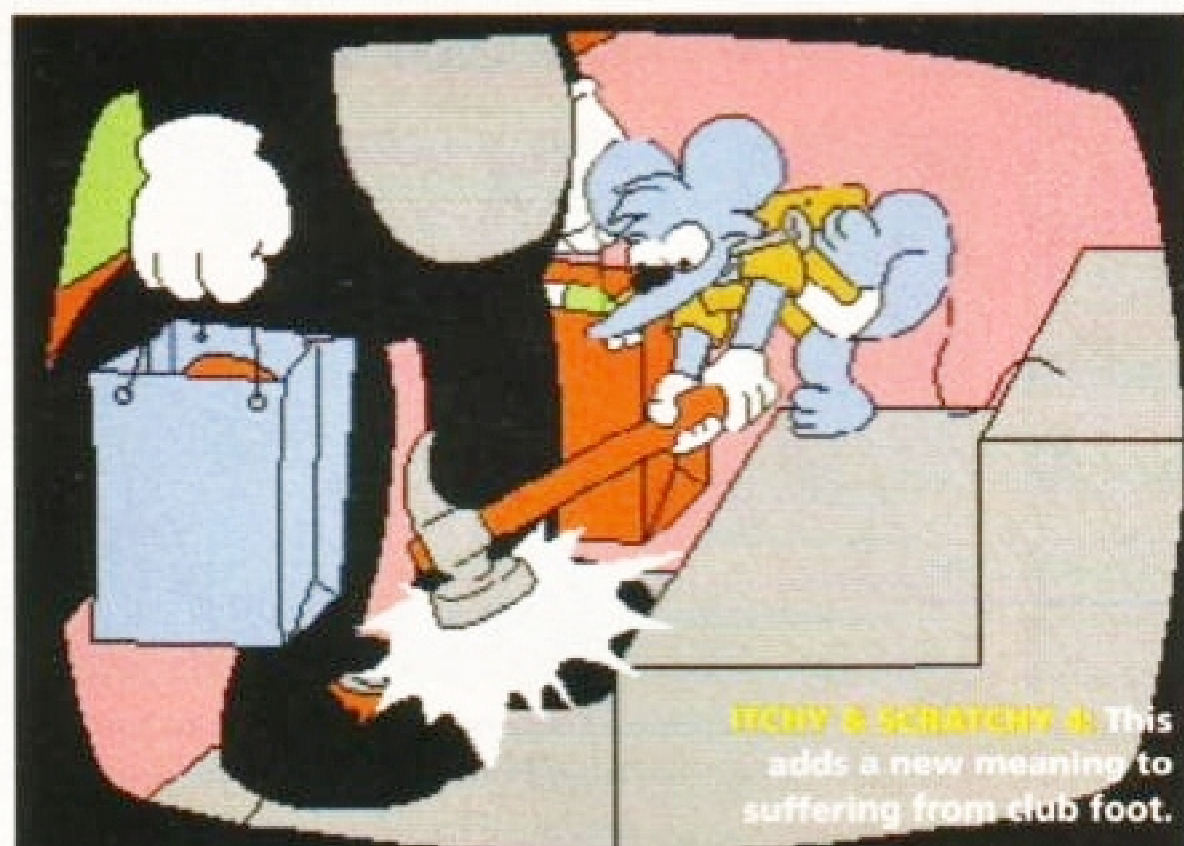


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You can't put a price on excellence. Join Steve McGill as, once again, he tries to discover just *how* priceless this month's PD selections are.

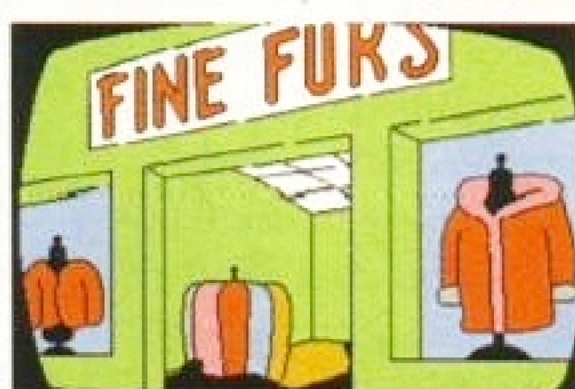
PD Select



ITCHY & SCRATCHY 4: This adds a new meaning to suffering from club foot.



ITCHY & SCRATCHY 4: The cat (which one is he, Itchy or Scratchy?) comes face-to-face with some feminists against fur, flesh, fetishism and fun. He loses.



ITCHY & SCRATCHY 4

ANIMATION

By ____ *Anon*
PD Library ____ *Online PD*
No of Disks ____ *One*
Price ____ *75p per disk*

In the light of artistic licence, *Itchy and Scratchy* are as fine, and as optimistic, a metaphor available for use when put in the context of the current Escom-thrust toward imbedded technology.

For *Itchy and Scratchy* are an imbedded cartoon, actively living within the 'body electric' of fabulously cynical, Sky-TV mega success, *The Simpsons.*

To some, they are the seminal motivating factor driving them to watch *The Simpsons* in the first place. After viewing this Public Domain 'short', it's easy to see why .

For it is a masterpiece of timing, conflict, pace, narrative, reaction, black humour, blatant injustice and outrageously violent slapstick. Needless to say, I love it. Lots!

The whole spectacle lasts a smidgen under thirty seconds. In that time-period, three major acts of malice occur in such a heinous and disgustingly horrible manner that I couldn't stop laughing for, oh, at least another 30 seconds after the cartoon had finished.

The production might not have been carried out with such aplomb had the animation or choice of colours been poor. But, here, the animation is smooth and fluid, and the colours chosen are big, brash, bright and primary.

Considering that this is the fourth in a collection of *Itchy and Scratchy* shorts, in the ensuing months, I shall endeavour to track down the series. Who knows, the author of the works might just get in touch with me.

LAST SOLDIER

GAME

By ____ *Mirage Software*
PD Library ____ *Online PD*
No of Disks ____ *Two*
Price ____ *75p per disk*

Last Soldier looks and plays similar to 8-bit classic, *Saboteur.* Armed only with a Kalaznikhov, your protagonist is placed within a vast underground maze. As expected with this style of mission-based structure, you've got to explore the maze, kill the enemy, find ammo and medi-kits, reach set goals and generally have a good time.

The hero himself can be made to walk left or right, jump, and climb up and down ladders. Annoyingly, though, he can't be made to crouch. This compounds the problem of being shot at by wall-mounted rocket launchers and machine gun nests, set on level areas of the maze.

Other than jumping up and down a lot, or shooting said nests (a difficult task since you're being shot at continually and can easily lose your

Continued overleaf ➡



LAST SOLDIER: Ever wondered what happened to the Milk Tray man? That's him on the left.



LAST SOLDIER: We will fight them on the beaches, we will fight them in the streets and I will fight them in my getaway plane, said Churchill.

PD Selection of the month

CARNAGE

GAME

By ________ *Pandagun Software*
PD Library ________ *Online PD*
No of Disks ________ *One*
Price ________ *75p per disk*

If ever there was a candidate for a shareware game that rips its tonsils out in screams of rage, begging to be played over a link, *Carnage* is it.

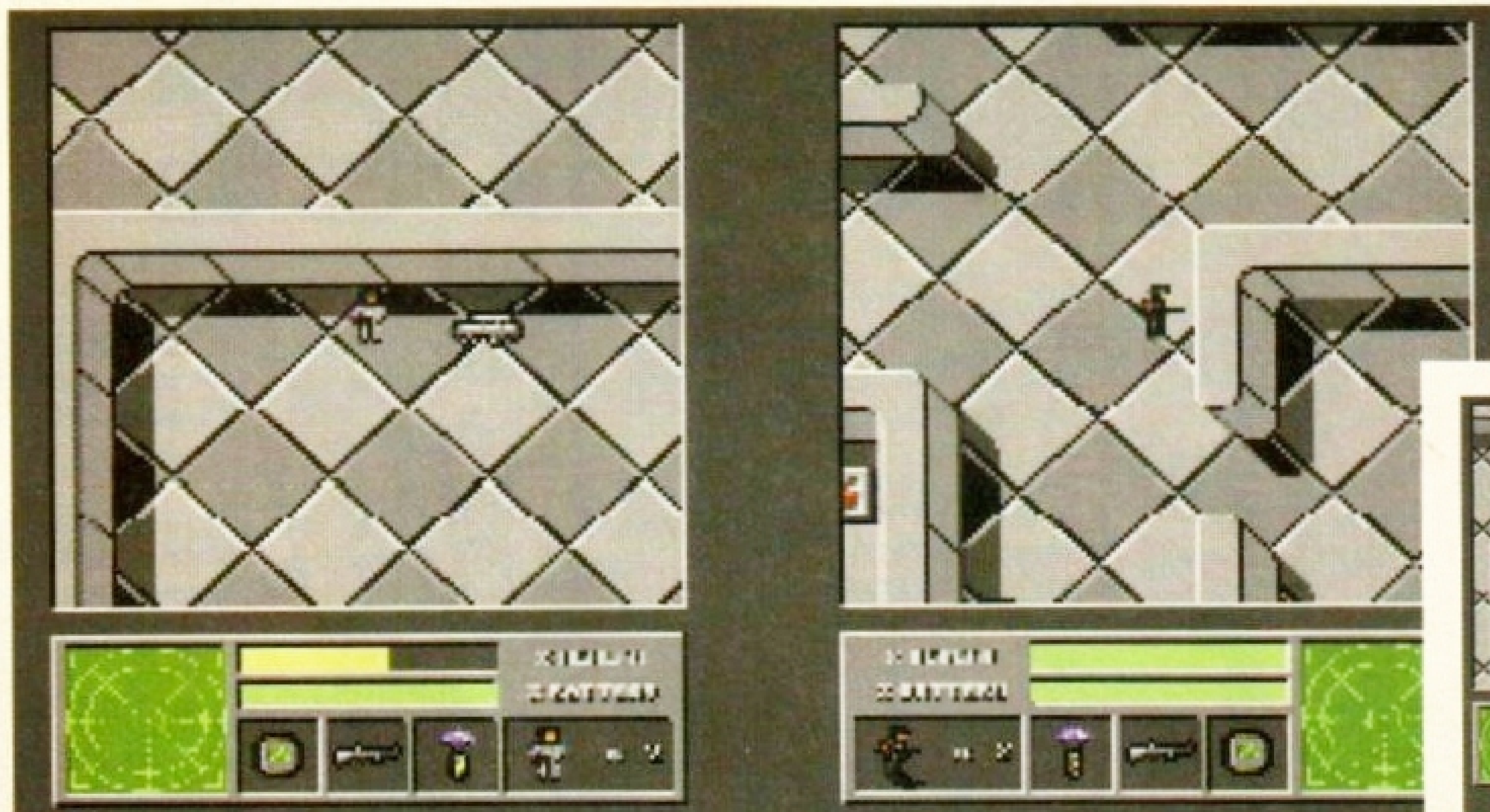
For those people unfortunate enough to be cursed with no Amiga-owning friends and only one Amiga, *Carnage* can be played on a split screen, but it requires two players – it's no fun otherwise.

Carnage puts the player in strange, mazy combat arenas where you search out weapons, medi-kits and scanning-enhancing chips.

At the beginning of the game, each player is equipped with a standard radar-scanning device, a rifle, a fully charged battery and full health.

All weapons use a set amount of battery power depending on which weapon is being fired. Naturally, the more powerful weapons use more power and inflict more damage.

The health of your character is determined by a bar identical to the battery-indicator and it also works on a percentage scale. You can take hits from your opponent, or from some of the various denizens dotted around, patrolling the maze, and watch the bar creep down towards zero per cent and an inevitable ignominious death.



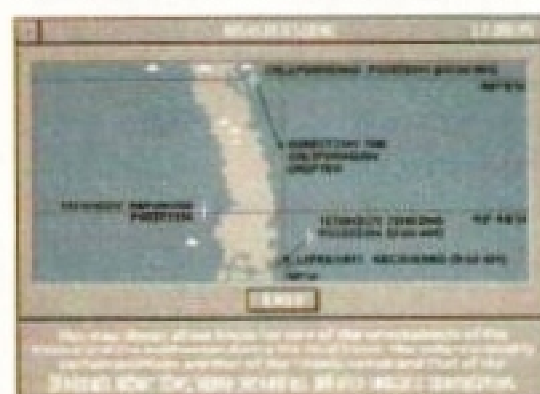
While we'll readily admit that this isn't the most exciting game in the world to look at, once you become accustomed to the controls and play someone on the link, you soon forget about the visual impairment.



Captain Deliveryman finds out that it's best to have something to eat before hitting the town on Saturday.

life in the interim period), there's not a great deal to be done about them.

But, then, this game is completely PD; a rarity these days with the advent of shareware dominating the scene. It's not tip-top brilliant, or pulse-racingly exciting, but it is playable and mildly addictive, and for PD-only games, that's good.



TITANIC: The fateful location and sea-route of the Titanic's sad demise.

DARK ANGEL

GAME

By ________ *Archaos Software*
PD ________ *Company 17 Bit*
No Of Disks ________ *One*
Price ________ *£1 plus 50p p&p*

Visually resembling *Flashback*, *Dark Angel* is one of the better-looking games programmed using AMOS.

Apparently, and unusally, Archaos are hoping to use *Dark Angel* as a vehicle for feedback and advice on the playability, structure and programming algorithms contained within the game.

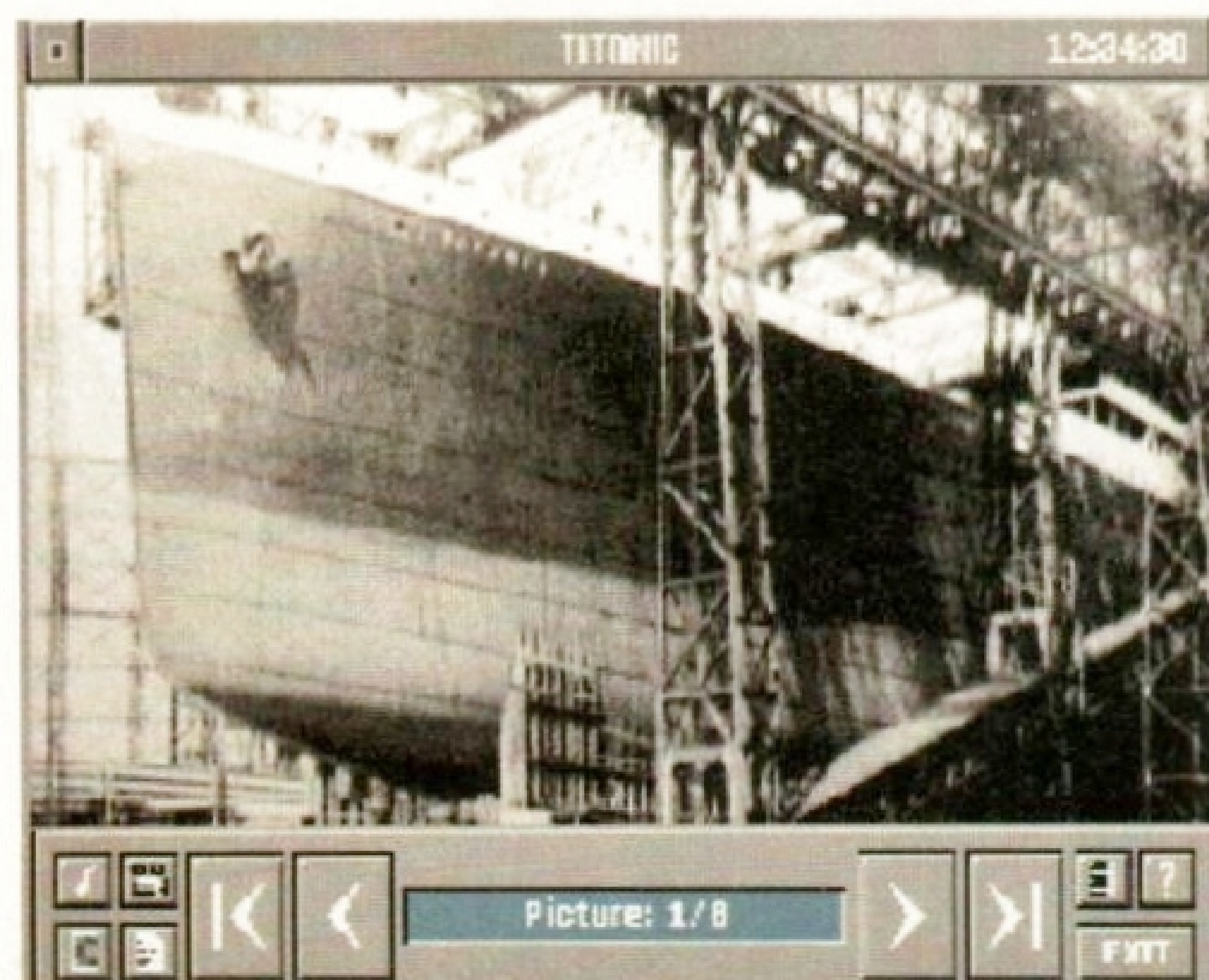
The scenario is very typical of many platformers in that you have to scout out a power complex, kill all the baddies and re-program a set of switches.

For what it's worth, here are some of my preliminary comments based on the time (that should have been longer) I played the game.

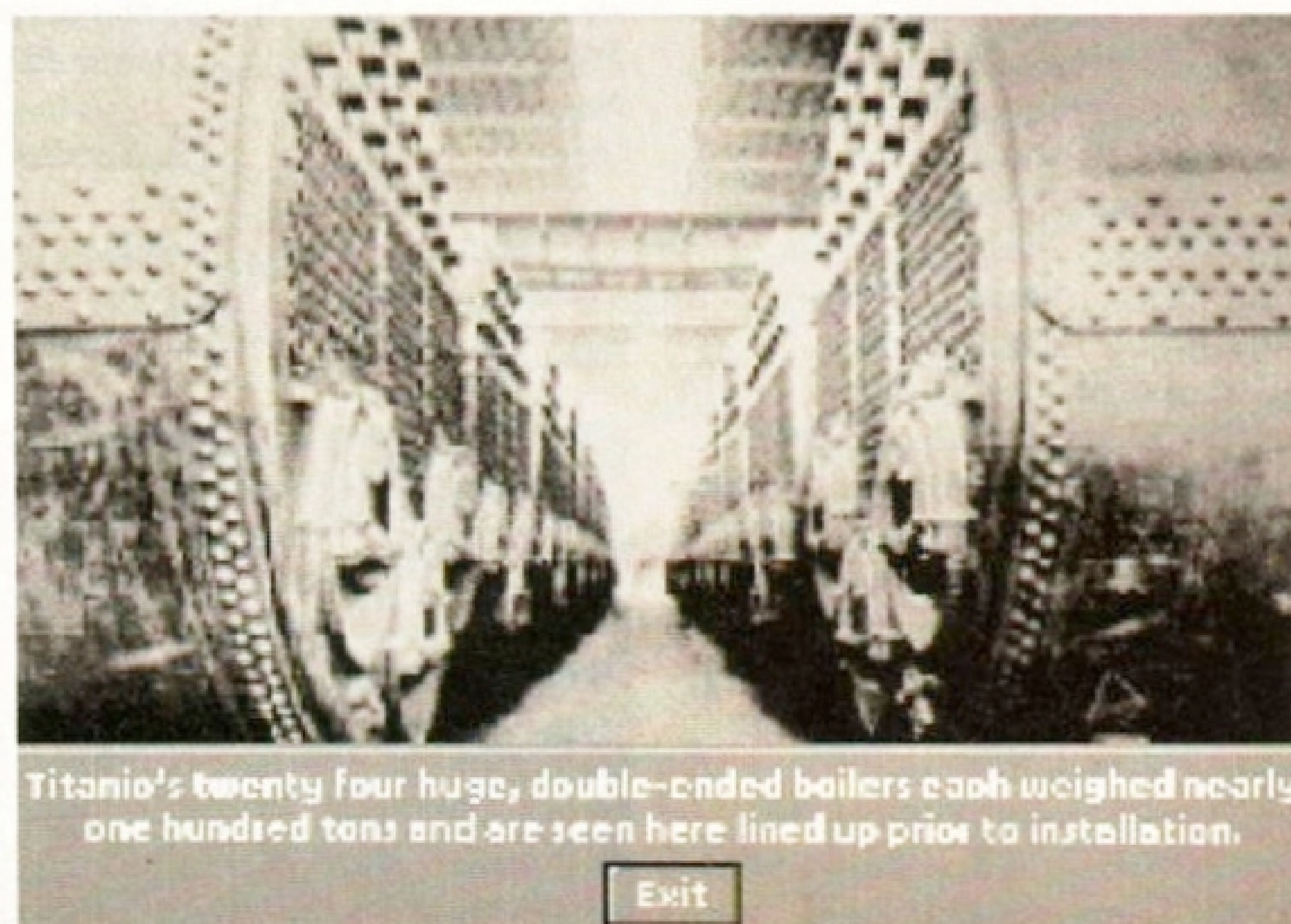
First impressions are excellent. The little digitised sequence at the beginning sets the tone for the ensuing action. When the AMOS-logo appeared, it was greeted with amazement and surprise. For, other than the logo, there are no clues that hint at the use of the language, which, hopefully, will set a precedent.

While the controllability and animation of the main character is excellent – he runs, rolls over, jumps, crouches and fires his gun, just like the main character from Flashback – protagonists seem to be a bit stiff. Still, it's fun shooting them anyway.

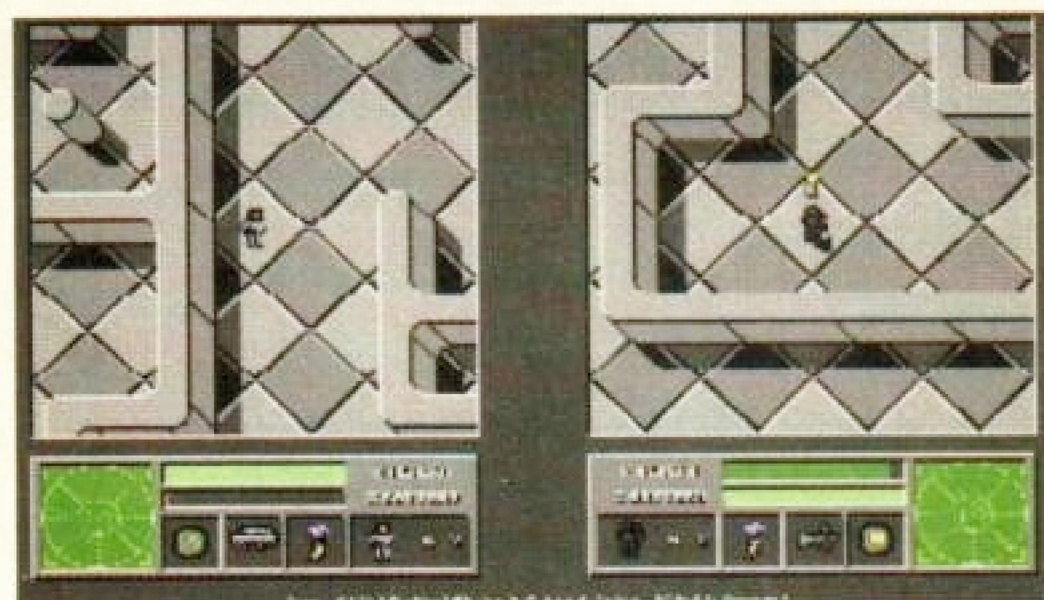
I didn't get far enough into the game to justify any comments on the structure as such, but that didn't stop me from having a good time playing around with the game. Top fun and



TITANIC: The new-look Conservative Party is about to relaunch with Mad Monk Hezza behind the captain of the ship. We just don't have the heart...



TITANIC: ...to tell them of the inevitability of what's about to happen. Still, we can tell you that all electronic publishing will one day be done this way. If not, the Tories await.

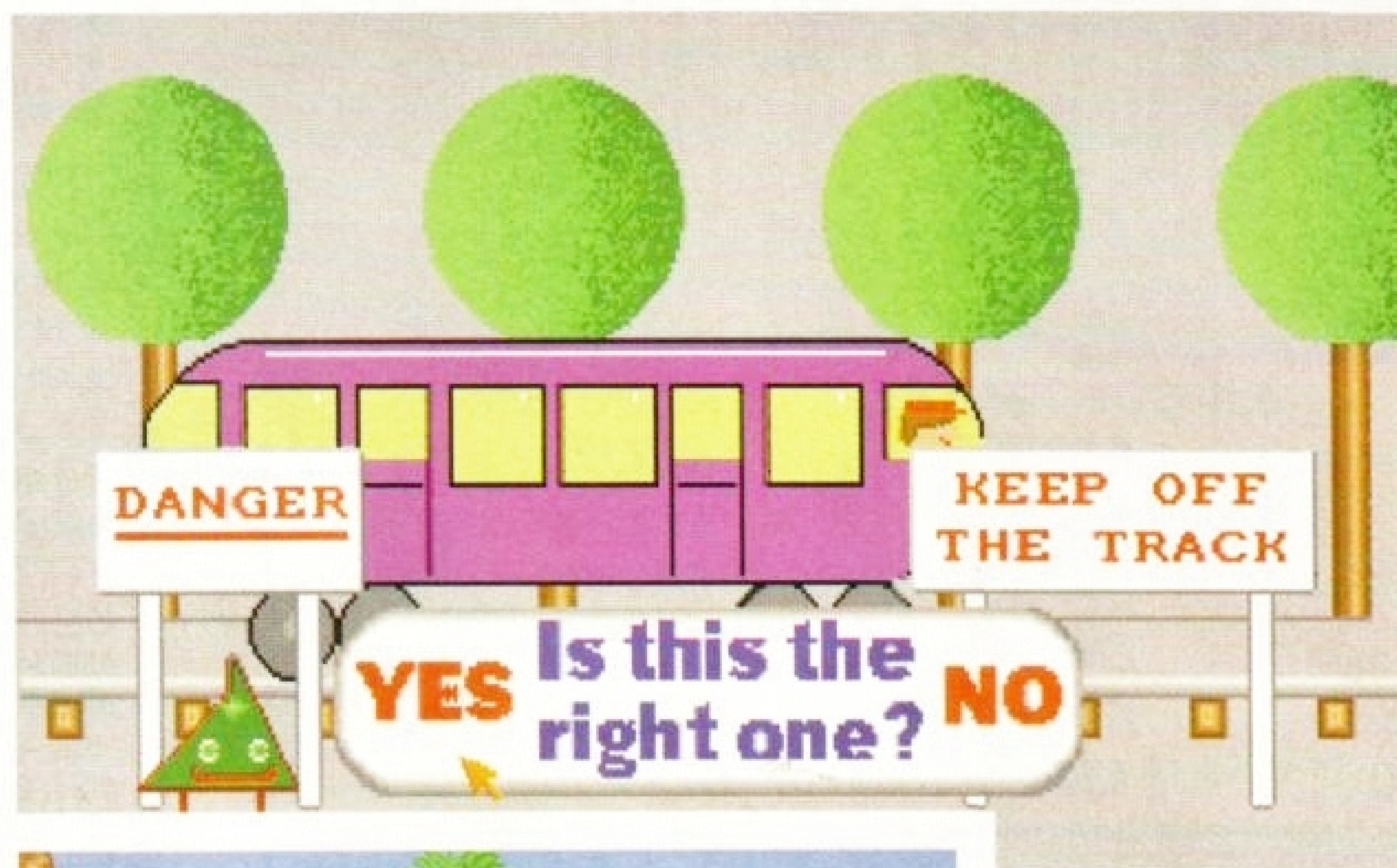

He doesn't know it just now, but the chap on the left is just about to be 'bazooked' by the guy on the right. Ow!

Handily, your health will slowly creep toward full health if unmolested time can be found or made. And, rather helpfully, a red chip slotted in the scanner will display the whereabouts of all medi-kits within its scan range.

The difference between successful players and the rest lies in the ability to make best use of the resources available. Some of the games can drag on a bit, depending on the state of injury to both players, but that only happens if the game isn't being played properly in the first place.

In all, a tremulously tremendous game and one that should be sought out by link-fans all over the world. For the full unrestricted version, you're going to have to send money across the pond, but ideas this good should be rewarded and knowing that the money's going directly into the programmer and designer's pocket is far more satisfying than seeing it shared around the distributors and retailers.

Go for it!





KIDS DISK 7: Big, brash, in-your-face, primary colours ensure that your child will either learn something, or become a schizophrenic in the process.

Format wish Archaos luck in their quest for feedback and improvements. Let us know how you get on.

TITANIC 2

UTILITY/EDUCATIONAL

By	*Mirage Software*
PD Library	*Online PD*
No of Disks	*Two*
Price	*75p per disk*

Few phenomena capture the heart, spirit and imagination of the pre-World War One era more than the maiden voyage of the *Titanic*.

Constructed by Harland and Wolff in Belfast, the *Titanic* was 50 per cent bigger than Cunard's luxury liners, the *Lusitania* and *Mauretania* – the biggest floating luxury-liners up to that date – and was hailed as an "unsinkable" megalith.

There's no point in regurgitating the story here. But, there is a lot of point in putting those people, 'interested', 'semi-interested' and 'not interested in the actual subject-matter but potentially interested in the method used to disseminate the information', on to this disk.

Using an authoring system similar to CanDo, it's been put together in a slick, professional, interesting, entertaining, easy-to-use, and highly informative manner.

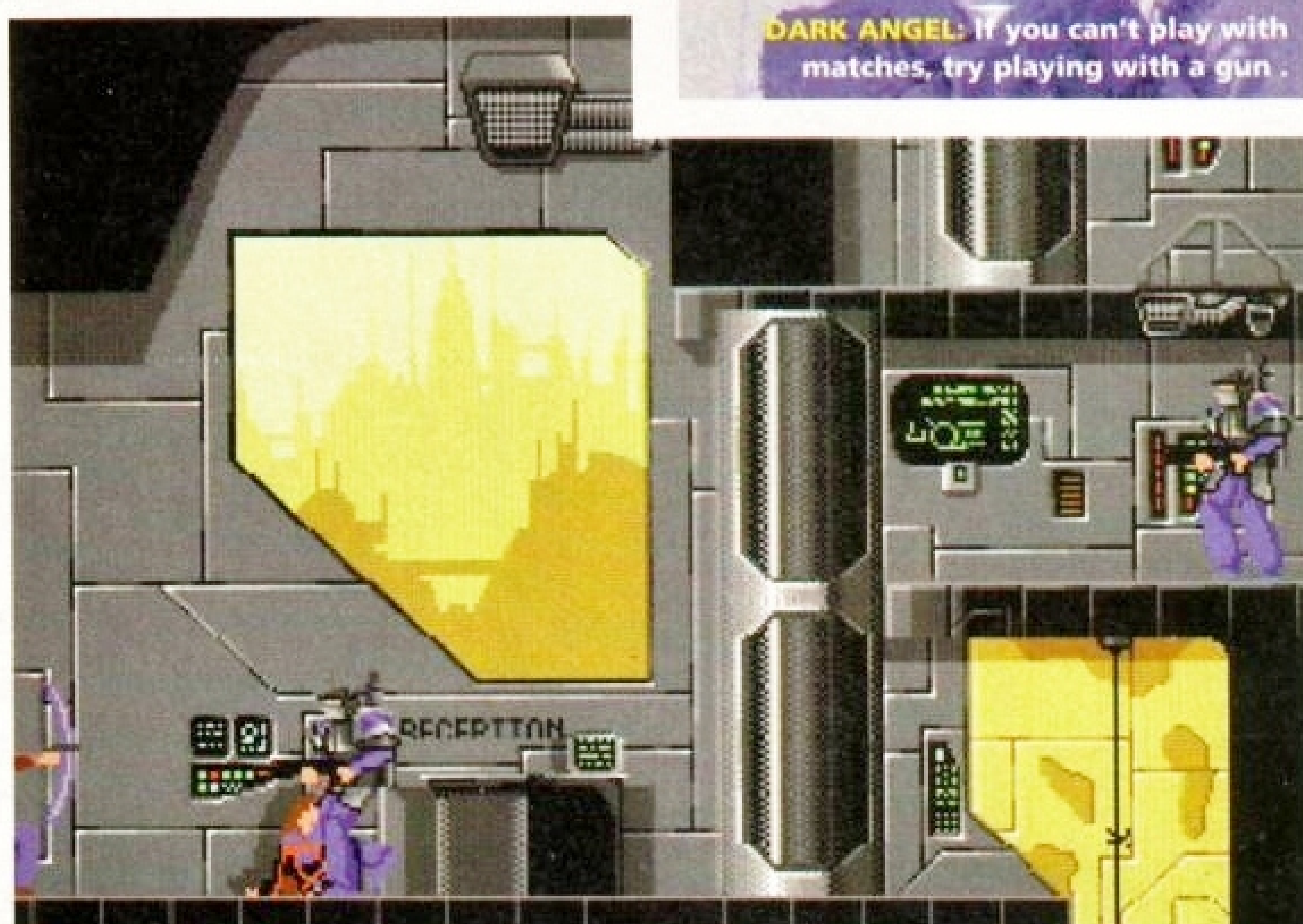
Using all kinds of buttons, the casual and serious browser alike can quickly and accurately retrieve facts, stats, anecdotes, pictures and diagrams on just about every facet of the construction, launching, testing, kitting out, sailing and eventual destruction of the doomed *Titanic*.

Very handy for reference and a great example of how to design a user-friendly front end. Potential CD-ROM authors, take note.


DARK ANGEL: If you can't play with matches, try playing with a gun .


DARK ANGEL: A summary of the control system is useful.


DARK ANGEL: Heavily influenced by *Flashback*.


DARK ANGEL: Future Publishing doesn't need to put beefy guards with huge guns on the door; we've got Wilf, the most dangerous Kabatsu Ninja Security Man in the world.

KIDS DISK 7

EDUCATIONAL

By	*Duncan Moran*
PD	*House Roberta Smith DTP*
No of Disks	*One*
Price	*99p plus 50p p&p*

Kids Disk 7 is a seemingly worthwhile (as far as I can tell with a definite lack of children in the *Amiga Format* office to inform me otherwise) program that has a very similar look to the graphics used in unpopular quiz-show, *Catch Phrase*.

The program is broken up into five separate blocks of standalone routines. They test memory, basic arithmetic, simple spelling, general knowledge and there are three levels of difficulty to choose from.

The first two sequences test memory. With the first, the kid has to remember two items (at beginner's

Continued overleaf ➡

BOOKIE BEATER: So, if I put a quid on six random numbers, using *Bookie Beater*, it could be me. Or, maybe not...

level, the number of items increase with the difficulty) shown to them at the beginning of the routine and then pack them in a bag.

The second test is similar to the first. The colours of three vehicles in a sentence are displayed. The vehicles then parade in front of the child and they have to select the right coloured one. *I* even got this bit wrong after having been distracted.

The other three tests can be taken in order of preference. Points are awarded for success and deducted for failure, which should mean that the child has the added incentive to try again.

The jury's out on this one. The music used throughout is completely manic and drove me to distraction. I can imagine parents losing their marbles if they have to sit for any length of time while Junior shows off his newly-found skills. Any readers trying this out with their child, please let me know how you got on.

BOOKIE BEATER

UTILITY

By ______ *Ali Smith*
PD House ______ *Roberta Smith DTP*
No of Disks ______ *One*
Price ______ *99p plus 50p p&p*

Whether you believe that betting is the instrument of the theological Anti-Christ, or the one *real* pleasure open to every man and his uncle, one thing's for sure – money changes hands in large volumes throughout the land on a regular basis.

The aim of *Bookie Beater* is to help punters calculate multiple odds in such a manner that despite any variation of results, good or bad, the gambler should end up in profit. This, of course, is scuppered if *everything* is bet on losers, so, be warned, skill and judgement are still required in the selection of bets.

The program uses a couple of key methods in working out bets. The gambler has to enter the odds of each selection or 'events' as they're known here. He can then either choose whether or not to have the bets worked out from a profit-motive, or from the stake.

So, say, for example, you choose to bet on the top-six favourites in a golf tournament and want to win at least £100 in clear profit. You'd first have to enter all of the different odds into the program. It would then show you the magnitude of the stake needed to be put on each golfer.

As stated within the instructions, the calculations involved require a computer to work them out easily. It's not a sure-fire route to success, but it *does* raise the odds of gaining something from the bookie.

CARDZ

GAME

By ______ *Paul Morley*
PD House ______ *Sadeness*
No of Disks ______ *One*
Price ______

Before I became an *AF* person, I used to feel tinges of jealousy at A1200 owners due to the AGA-chipset and the access to the extra colours that it entails.

I'd always wanted to play *Klondike*. Not because of the game – it's no more than a game of patience – but more so due to the design of the illustrations on the cards and the propensity of themed card-sets doing the rounds of the PD circuit.

These can vary from *Star-Trek*-sets to Cindy-Crawford-sets. The quality is usually good due to their original generation. Most card-sets are created using Ham-8 and all are displayed in Hi-Res.

The beauty of *Cardz* is that it lets non-AGA Amiga owners have access to the cult-world of the *Klondike*-set. The cards are reduced to 16 colours, using certain dithering routines. What's more, *any* card-set can be loaded in and *Cardz* will convert them to a more restricted palette.



CARDZ: With this handy program, all non-AGA Amiga-owners can still play *Klondike* and access the numerous, beautifully-crafted card-sets that have been designed for it.



CARDZ: Esquire artwork in the forties looks like this.

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:
EXCLUSIVE PD
7 Beresford Close, Waterlooville, Hants PO7 5UN. Tel: 01705 642409

1) Roots 2 Demo
2) Final Wrapper
3) Springtime
4) M.A.S.H.
5) Photogenics (useable demo)
6) ZXAM emulator
7) Deluxe Pacman
8) Melchior Demo
9) Image Studio V2.1
10) OctaMED V6.0

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

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Sadeness PD
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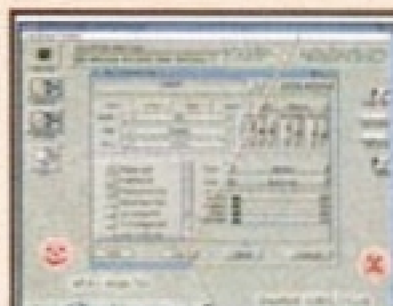

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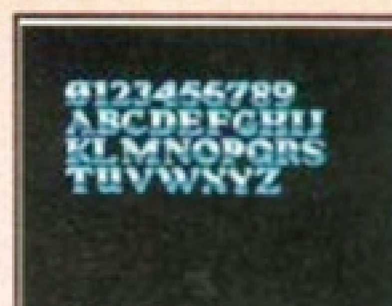
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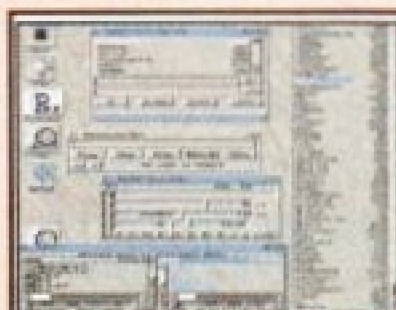
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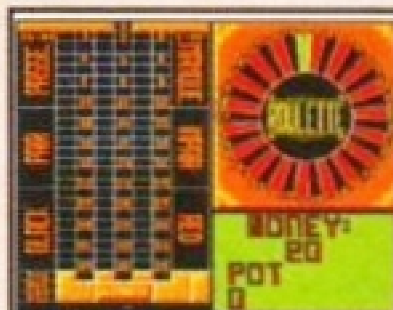


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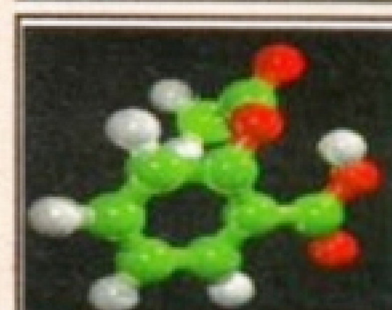
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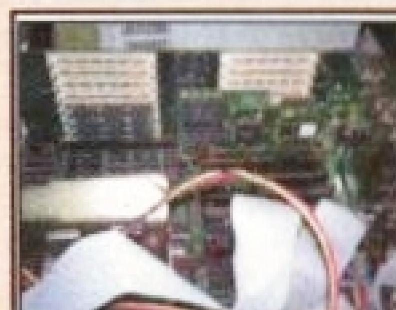
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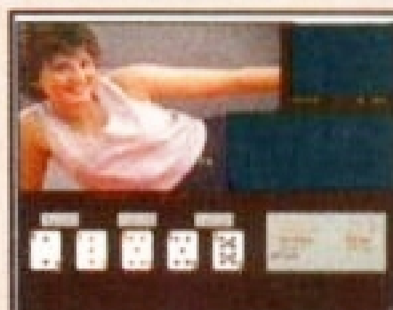
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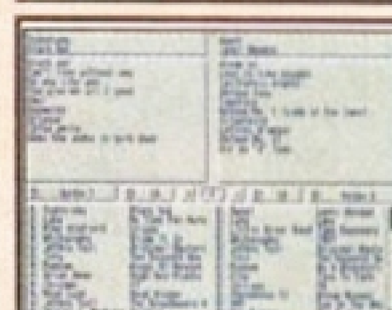
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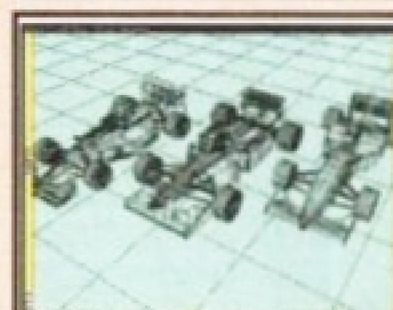
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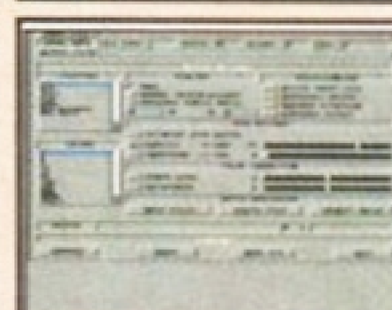
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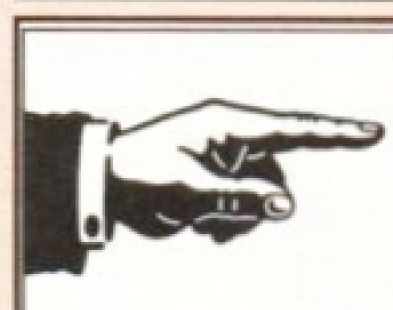


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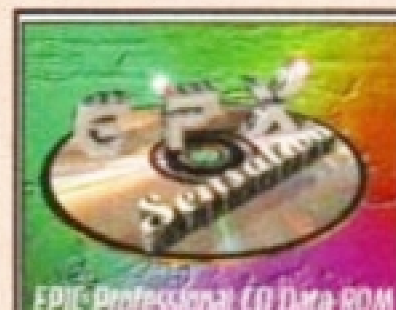
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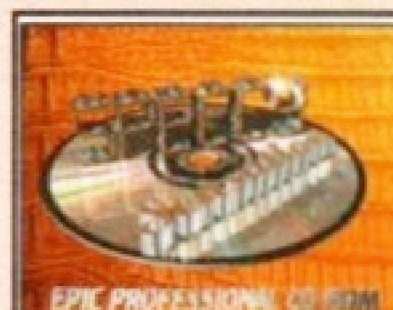
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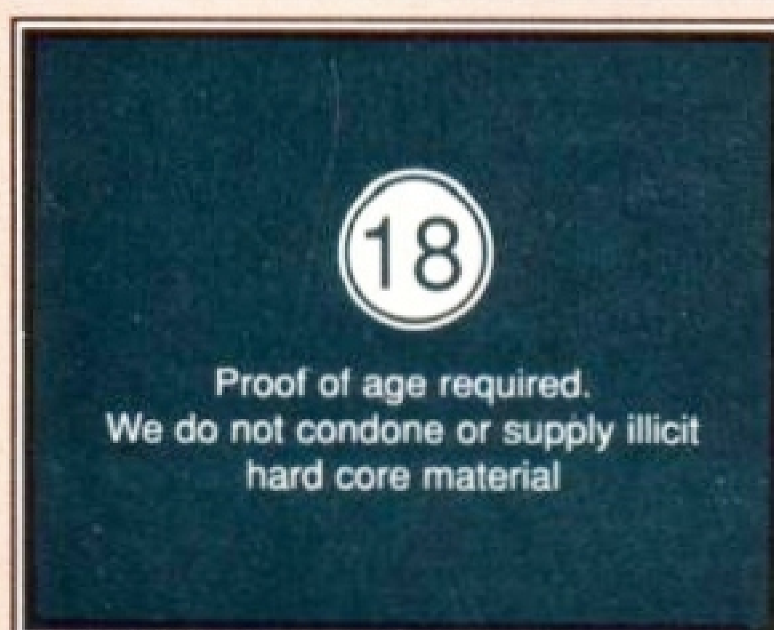

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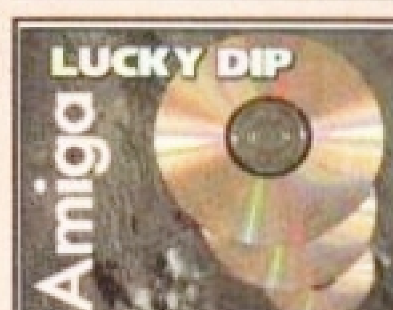

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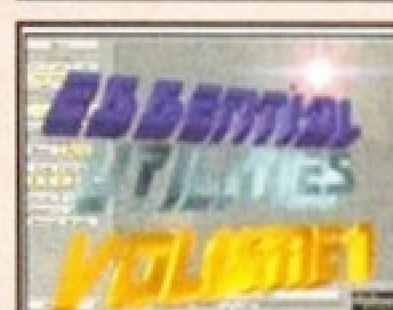
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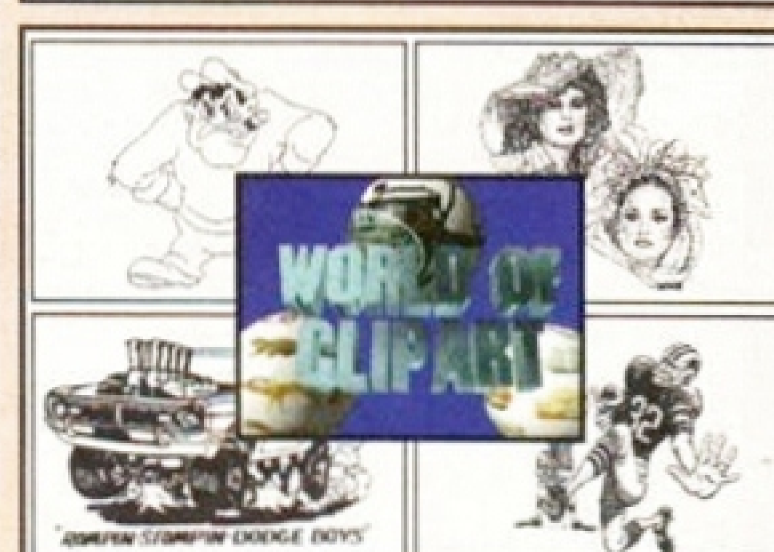
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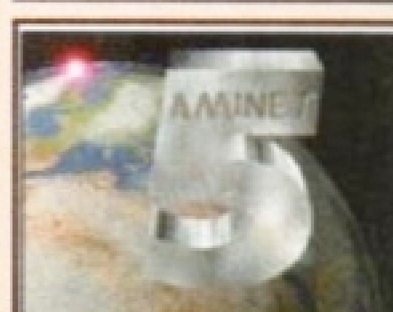
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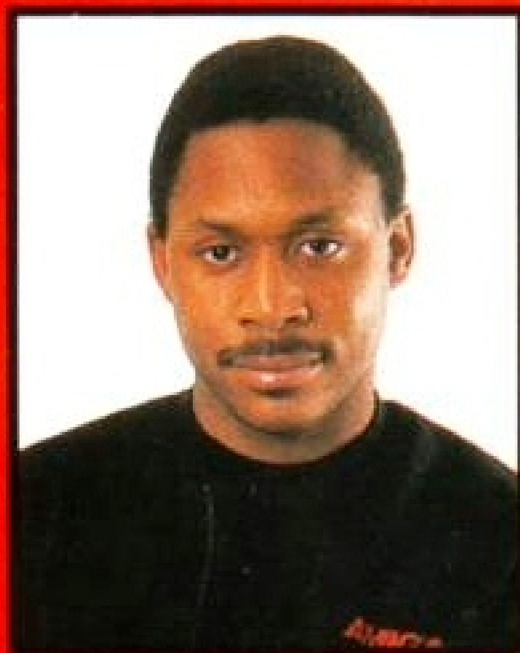
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SERIOUSLY AMIGA

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AMIGA FORMAT

STORAGE FOR THE MASSES



If there is one thing that serious Amiga-users can't get enough of it's storage space. Whatever serious use you put your machine to, the programs you use will always generate files.

Transferring large amounts of data is also a problem. Thanks to HiSoft's efforts, a new storage-media, the Iomega ZIP drive, has been brought to the Amiga. With prices of under £20 for 100Mb on a floppy-sized cartridge, it's good news for everyone – except floppy disk manufacturers!

There's plenty more good stuff in this month's serious section. We've rounded up a new generation of affordable flatbed scanners and a new accelerator from Germany. Not to mention three filesystems that give you access to Mac and PC disks and more beside...

Graeme Sandiford

REVIEWS

FLATBED SCANNERS 90
Many people have dismissed the possibility of owning a flatbed scanner because of the prices asked for them. However, a new batch of scanners that cost as little as £399 may change a few minds. Graeme Sandiford sets out to find out which is the best, even if it means scanning everything in the office.

PROGRAB24RT PLUS 96
ProGrab has already crossed swords with Rombo's range of digitisers. Can it really have been made any better? Graeme Sandiford finds out.

BATCH FACTORY 99
Graeme Sandiford takes a look at a program that can save you a lot of hard work by performing simple and repetitive tasks for you.

IOMEGA 104
This new storage media has the potential to revolutionise the computer industry by bringing cartridges that can house 100Mb to a wide market. Nick Veitch dons his X-Files sweatshirt and tries to find out if this is a scientific breakthrough, or plain magic.

APOLLO 1220 107
Apollo may not be the god of speed, but David Taylor finds out if this accelerator board has been mis-named.

FILESYSTEMS 109
While the Iomega gives you the storage space to transport large amounts of data, you'll need one of these programs to read data from other computer systems.

CD-ROM ROUNDUP 112
Graeme Sandiford casts an appreciative eye over a selection of colourful CDs.

Flatbed


The Sharp JX100 is getting on a bit in years and is hard to find, but should now have a very affordable street-price.

Despite the incredible advances in computer-imaging technology, there is no finer source of realistic images than the real world. Indeed, combing computer-generated images with real-life ones can produce incredible results and effects. The trouble is getting real world images 'inside' your computer.

One of the most popular ways to do this is using a video digitiser like the ProGrab24RT Plus, reviewed on page 96. However, while this is fine for capturing images that are to be displayed on screen and ideal for creating animations, it is not a high-resolution solution.

When dealing with printed images, such as the photographs in *Amiga Format*, resolution is everything. While it is possible to shrink an image in size without any problems, trying to make a low-resolution image big enough for a cover is going to produce a heavily pixellated mess in any DTP program.

That's why scanners are such an important part of high-end DTP – they are excellent for capturing real-life images accurately and at high resolutions. However, hand-scanners are a pain in the neck to use and flatbeds have hardly been cheap.

Software drivers for flatbed scanners have also been hard to find with only the Epson-range of GT scanners receiving real support from Amiga developers. Now, with the release of several affordable flatbeds and software to drive them, that's all set to change. Both Gasteiner and Fourth Level Developments have produced software drivers for cheap PC scanners, Epson have released the GT-9000 and Sharp's budget JX100 still has support from Amiga developers.

With this round-up of flatbeds I intend to find which is the best of this new breed of affordable flatbeds and which one will meet your needs for the least amount of money.

Sharp JX100

Impact Data System 01709 541777 £495

Despite looking decidedly like an over-sized Tri-corder from Star Trek TNG, the JX100 is actually a scanner. Although whether or not it is a flatbed scanner is debatable.

While you don't have to move the scanner-head by hand, as you do with a hand-scanner, the unit is effectively a hand-scanner with a built-in motor and gives you about the same scanning area.

The JX100 is an incredible feat of miniaturisation – especially considering it's by far the oldest of the scanners reviewed – having a foot-print of approximately 12x6 inches. Despite its diminutive size, it has a scanning area of 6.5x4 inches which is quite impressive since the unit houses the scanning-head, motor and rails for guiding the scanning-head.

Despite its age, it is still quite attractive and retains a fair amount of pose appeal. Both sides of the scanning area are transparent, the reason for which is so you can see what you are scanning and position your images for scanning accurately.

I was quite surprised to learn that the scanner uses the serial port of the machine, unlike most hand-scanners and even some flatbeds that use the parallel port. The actual lead ends in a 9-pin serial Interface, for use with PCs no doubt, but you can buy a 9- to 25-pin converter quite cheaply. The lead is used for powering the scanner as well as

"The choice for people on a tight budget, who don't mind waiting."

75%

SHARP JX100



ARTEC VIEWSTATION



A600C EPSON GT-9000



FOURTH LEVEL FLATBED



Please bear in mind, while evaluating these pictures, that they are in effect simulations and may not look as they would on screen, because they have been converted from an RGB-format to CMYK. All of the scans were performed with the default software settings and better results may be obtained through different settings and image-processing. This manga image is quite easy for the scanners to handle, since it's full of bright, primary colours.

Scanners

sending data, but rather than drawing on the Amiga's internal power supply, a PSU is supplied that is joined to the lead through a clever little connector.

To use the scanner, you simply have to place the scanning area over the source image and the scanning-head will make its way over the image. In fact, it passes over the image three times; once for each of the colour-channels (Red, Green and Blue). Although I expected the JX100 to be a three-passes scanner, because of its age, I was surprised by how long it took to complete a scan, even at comparatively low resolutions.

The scanner is not supplied with any Amiga software, but ImageFX has had a scanner-module for it for sometime and this works quite well. However, while you are given a fair amount of control over the scan, you don't have much choice over what resolution the scans are – only 50, 100 and 200dpi are supported.

The quality of the JX100 is quite surprising. Even though it didn't do too well with the test-card, it gave quite impressive results from photographs, though the images were a bit dark. Unfortunately, it has a list-price of £495, which is ridiculous. Even though its street-price is cheaper, it is hard to find.

Artec ViewStation A600C

Gasteiner 0181 345 6868 £399

This is the first of our PC-convertees. Apparently, this scanner has been selling by the bucket-load in the PC market and, with a price of under £400 and a resolution of 2400dpi, it's not too difficult to see why.

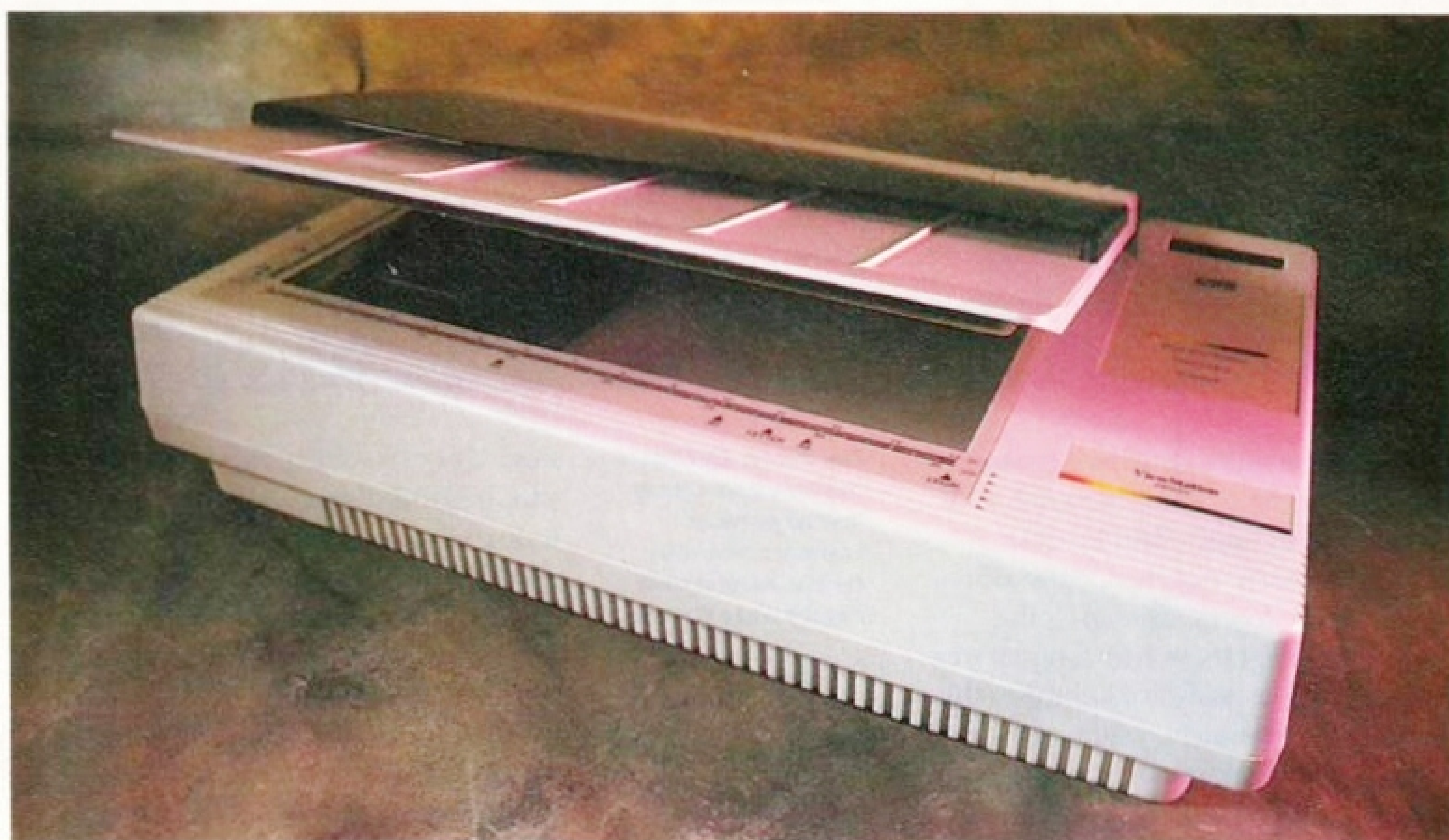
Gasteiner have been quick to spot that this unit might tempt a few people who thought they couldn't afford a flatbed into digging into their pockets to pay the *relatively* small sum of £400 for a fully-functioning flatbed.

If I'm to continue the mechanical analogies, which I probably will, the Artec reminds me of a photocopier. At first I wasn't sure why, but on further inspection I decided it was because its scanning-lid opens sideways, just like a photocopier. Another thing that served to enhance this feeling was the LCD-display that keeps you informed about the scanner's current status.

It also has a document holder which is actually more useful than it sounds, since it can be a great help if you have limited desk space, holding a large number of pictures to be scanned.

The scanner is connected to the Amiga via SCSI, so you need a controller to use it. Thankfully, it uses a dial to set its SCSI ID number, rather than having to fiddle around with a row of DIP switches. The installation

Continued overleaf ➡

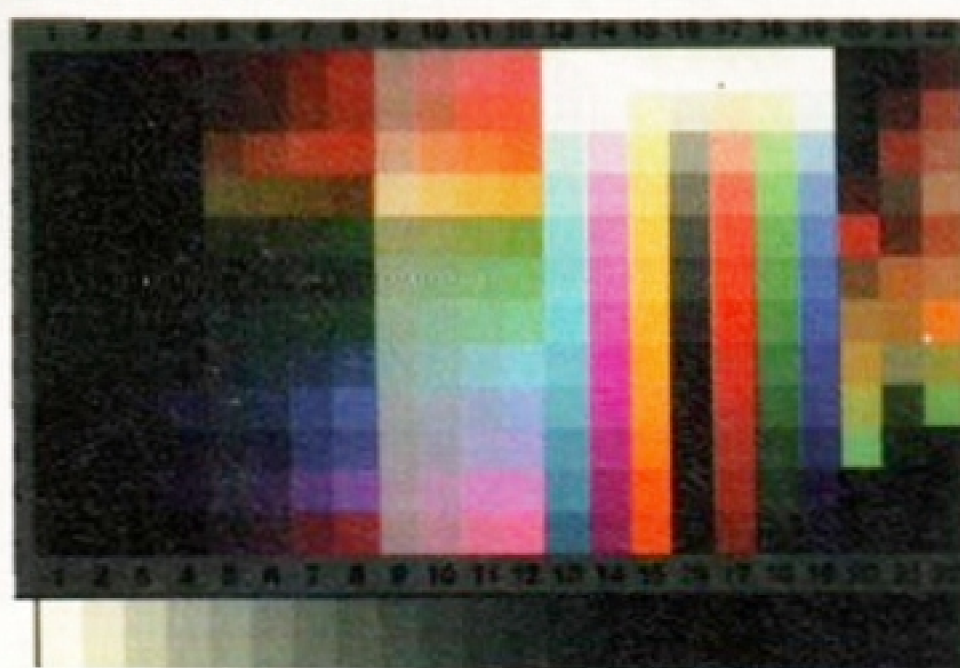


The Artec ViewStation A600C has won many friends in the PC sector and is set to do the same in the Amiga market.

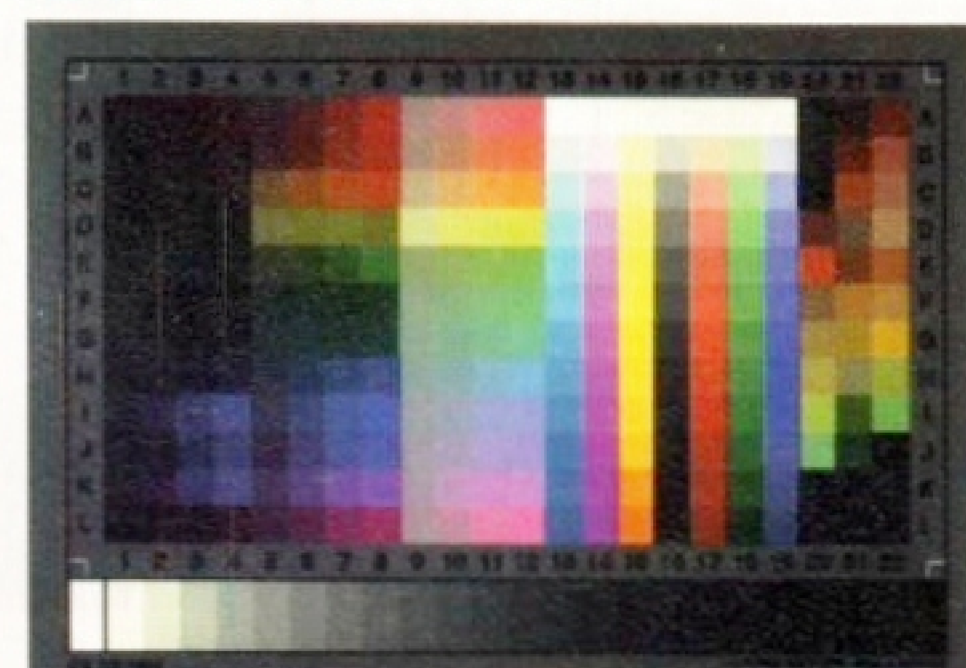
"With results like these, it's easy to see why the Artec has done so well."

84%

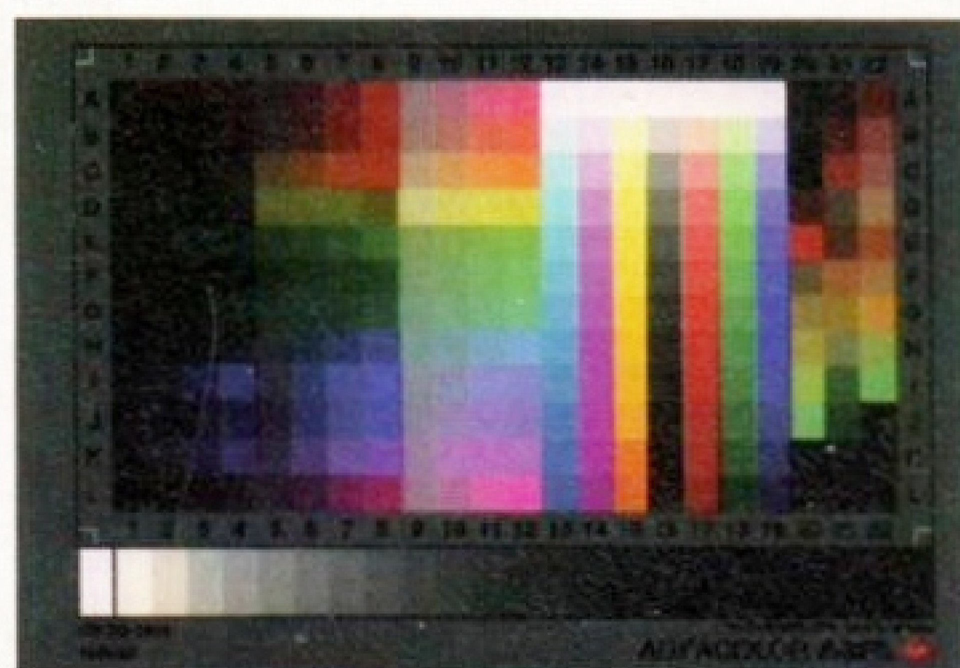
SHARP JX100



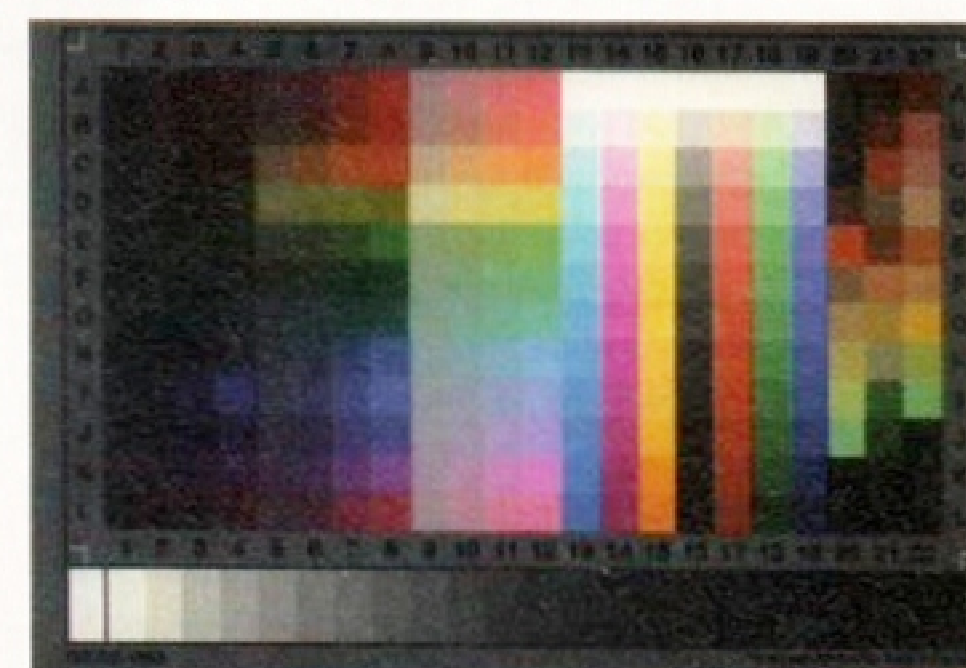
ARTEC VIEWSTATION



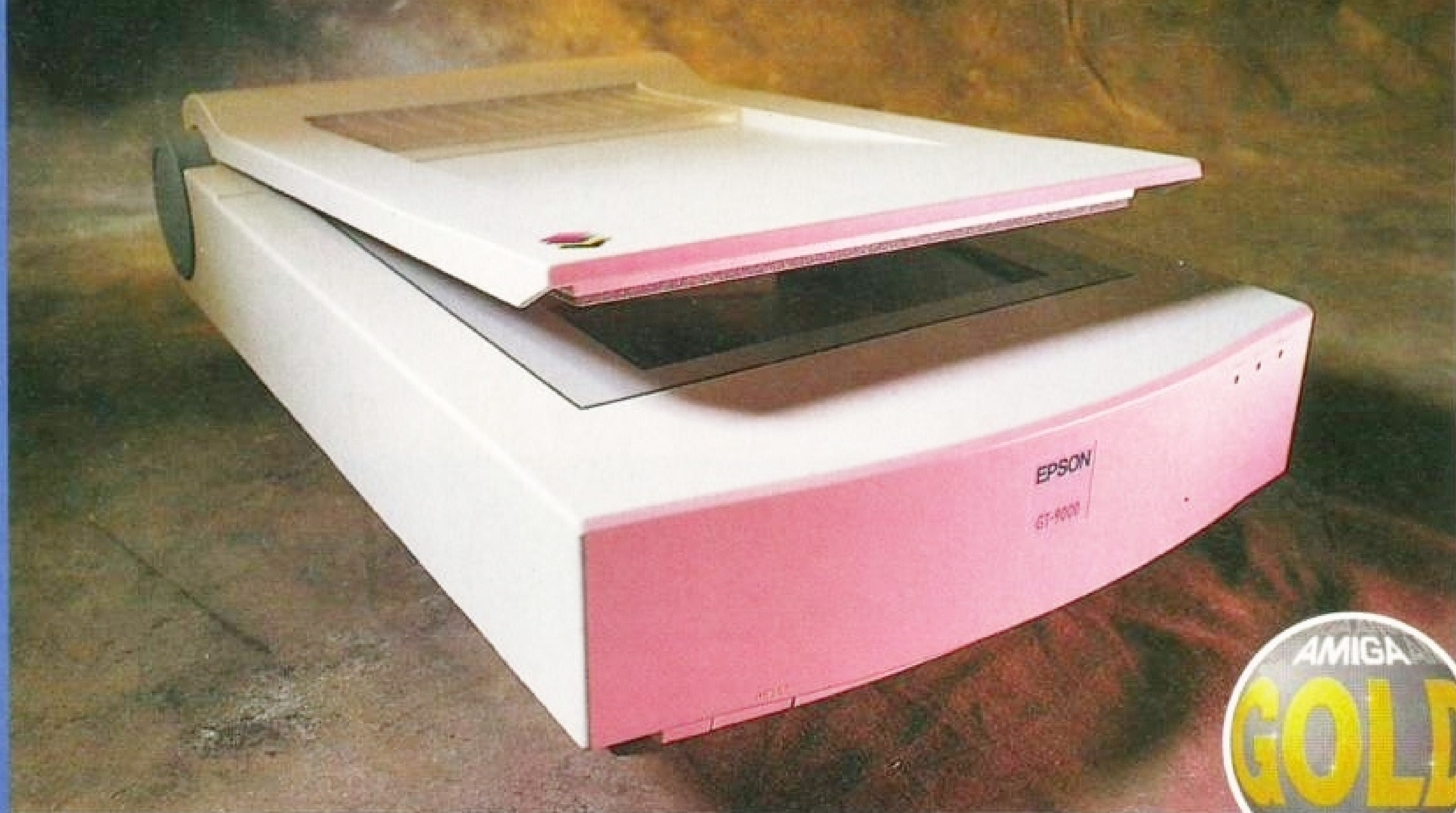
A600C EPSON GT-9000



FOURTH LEVEL FLATBED



These scans are of a scanner calibration-card, used to get the correct settings for the full colour-range. This caused a few problems, especially for the Artec.



"The Epson GT-9000 represents the ultimate in quality and price."

94%

← software is quite good and makes configuring the scanner to match your machine both simple and flexible

The software supplied, *Scantool*, is similarly easy to use. Changing the resolution, brightness and contrast of a scan is simply a matter of adjusting the right slider. Of course, you are given control over whether the scan is going to be mono, greyscale or 24-bit colour.

You are also able to select a file format for the image that is converted automatically. However, the image is saved to disk before you can even look at it, although you *do* get a wonderful, pre-scan image, even on a 16-greyscale ECS screen. The software gives you a choice of formats, including JPEG, a variety of IFF-types and the option of using an external conversion program.

The output from the Artec is actually quite sharp at its default setting and reproduces most colours quite faithfully. However, the images can be a little washed out, but not much and is usually only evident when scanning the lighter range of colours.

Epson GT-9000

Epson UK 0800 220546 £659

The Epson GT range of scanners enjoyed more support from Amiga-developers than any other. Both of the Amiga's best image-processing programs, ADPro and ImageFX, have a module for operating them. The GT-9000 is the latest in the range and use the same drivers that were available for its little-brothers, the 6500 and 8500.

Physically, this is probably the most attractive of the scanners, even though it lacks the cute LCD-display of the Artec. However, it is quite large and, what's more, it can become even larger. It has a rather nifty flap on its right-hand side; when flipped up, it locks into position, giving the scanner a further four inches or so of extra surface area.

This is especially useful for scanning over-sized pictures or books, since this can reduce the slipping and sliding you often get when trying to scan such things.

The Epson GT-9000 is the latest in a long line of popular scanners and is by far the fastest and best-quality flatbed.

The front of the Epson has three status indicators to tell you when the scanner is ready, or if there are any errors. The warm-up time of the Epson is quite simply incredible compared with the Artec – you turn power on and after about 10 seconds the scanner is ready to go.

You'll find the power and reset switch on the front of the scanner. To the rear are all the connection Interfaces, as well as the SCSI ID dial. It is possible to connect the scanner via a SCSI or parallel cable, though, for the Amiga, only the parallel is in use.

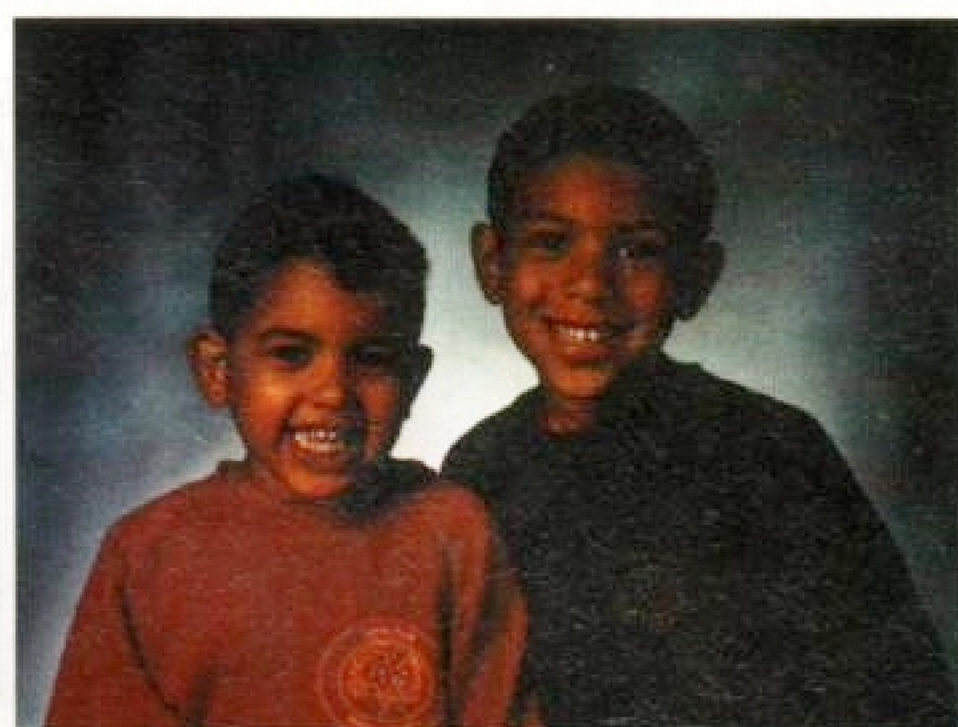
In fact, you have to buy a special cable which can be made up by the First Computer Centre Leeds (0113 2319444) for £49. This lead is not the *only* hidden cost; if you intend to use it with ADPro, you'll have to be prepared to shell out £99 for the scanner-module.

The software we used to test the GT-9000 was ImageFX, whose module is quite comprehensive. You have full control over the dpi of the scan with a wide range of settings, from 50 to 2400. As well as the 24-bit colour, mono and greyscale scanning-modes, it's possible to scan just one-colour channels.

The preview-scan is excellent and clear, and both it and the full-colour mode are blisteringly fast in the single pass they make over the image. Of course, once scanned, all of ImageFX's tools can be used to enhance the image. However, several adjustments can be made while the scan is being performed, including blurring, sharpening, and colour and gamma correction.

The results gained from the Epson are wonderful and are definitely the best of the lot. If you are looking for a high-quality scanner and don't mind paying that bit extra for it.

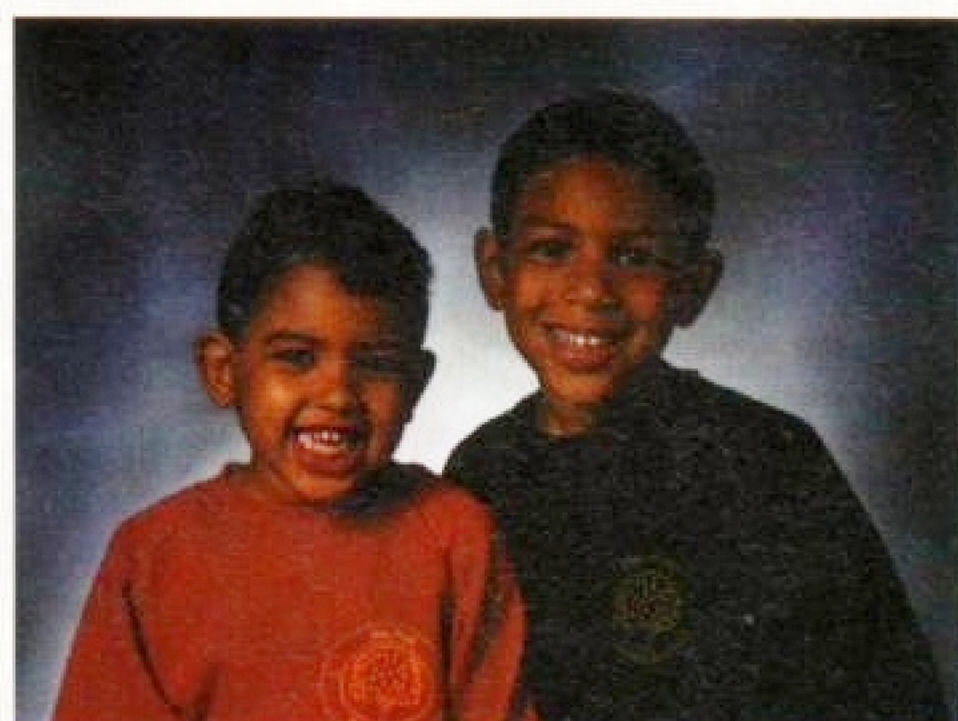
SHARP JX100



ARTEC VIEWSTATION



A600C EPSON GT-9000



FOURTH LEVEL FLATBED



This photograph is a good test of the scans that will be performed most by a flatbed and is as much a test of sharpness as colour differentiation.

Fourth Level Flatbed

Fourth Level Computers
0117 985 4455 £598

I'm not entirely sure what model this flatbed is and the manual is strangely vague about its origins, even to the extent of not mentioning who holds the copyright on the manual.

Despite the ambiguity surrounding its origins, it does appear to be quite an old model and its simple styling makes it look more like a flatbed than I thought possible. If you looked up the word flatbed scanner in a dictionary, you would find a picture of this flatbed. Although some might think it looks a bit dull, it is actually quite reassuring and gives the impression that this is a no-nonsense piece of hardware.

Indeed, it proved to be the simplest to get up and running, expect for the fact that the old-fashioned DIP-switches, for changing the SCSI ID, were hidden away underneath the machine. Another slightly annoying design-characteristic is that there is only one 50-pin SCSI Interface. This means that it has to be the last thing in your SCSI chain and if you have another device with only one SCSI port, you'll have to get a convertor to connect it to the 25-pin Mac-style SCSI port.

The software is quite interesting – at first it appears pretty basic, but there are some nice little touches and features. For example, once you've typed the resolution you want for the X and Y axis, and defined the scanning-area, you'll be given an estimation of what size the scanned image will be.

While ImageFX's Epson-module can tell you the image-size in pixels, it doesn't let you know how much storage space it will take up, as the Fourth Level software does. Nor does any of the other software-drivers enable you to specify the resolution for the X and Y axis independently.

However, it does have one major drawback in its horrid preview-display. As with the JX100 you only get a mono preview, but you don't get the threshold setting you do with the JX100 module. This is a real pain if you are scanning a limited area of a photograph, since it is nearly impossible to get an image that shows you enough detail to select the area you want.

The images that the scanner produced were nothing spectacular nor were they particularly poor. Rather, as with its appearance, very average.

"The Fourth Level scanner is an average scanner at an average price."

79%



The Fourth Level scanner makes no attempt at looking pretty and, indeed, produces the same average results.

SHARP JX100



ARTEC VIEWSTATION



A600C EPSON GT-9000



FOURTH LEVEL FLATBED



This image is a little tricky for some of the scanners to handle, because it contains a very subtle gold overtone which can give the scan a pinkish or red cast.

IN COMPARISON

	SCSI	Parallel	Transparency	Software driver	Minimum DPI	Maximum DPI	Independent X and Y DPI	Colour Preview	JPEG
Artec A600C	Y	N	Y	Y	50	2400	N	N	Y
Epson GT-9000	Y	Y	Y	ImageFX/ADPro	50	2400	N	Y	Y
Fourth Level	Y	N	Y	Y	50	2400	Y	N	N
Sharp JX100	N	N	*	ImageFX	50	200	N	N	Y

* While the Sharp JX100 does not have a transparency add-on as such, it is possible to perform scans of transparencies using a light box.

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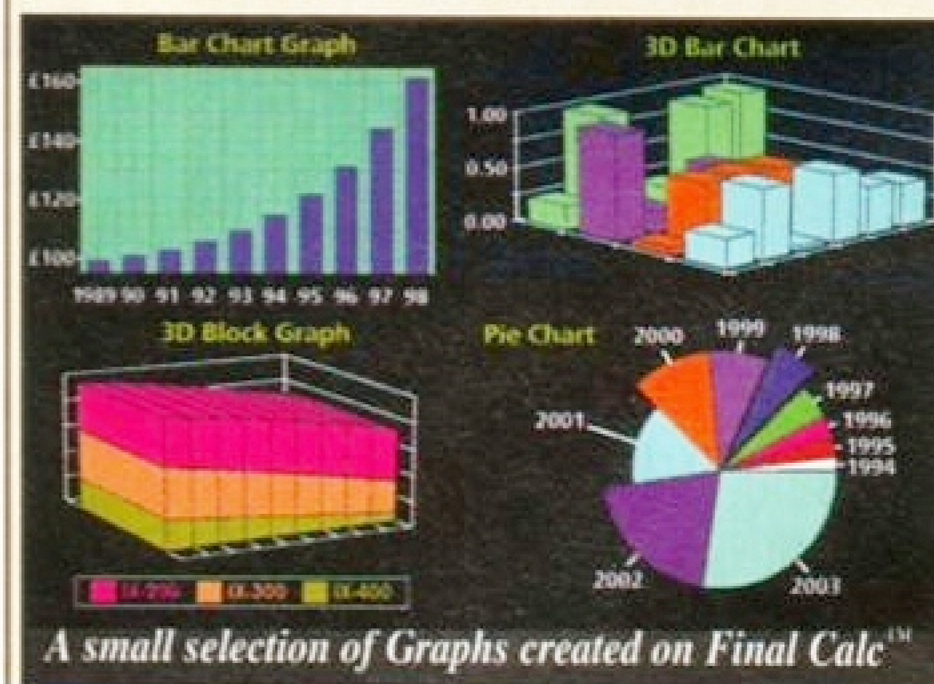
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A small selection of Graphs created on Final Calc™

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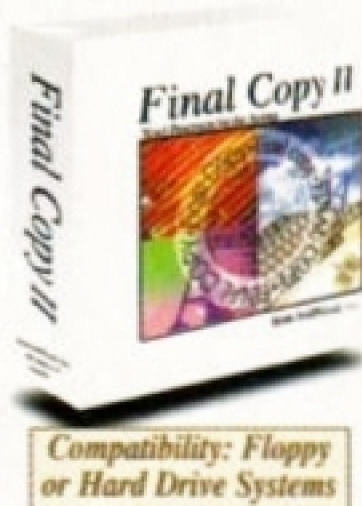
(Not all SoftWood programs are available in each language - please check with your distributor.)



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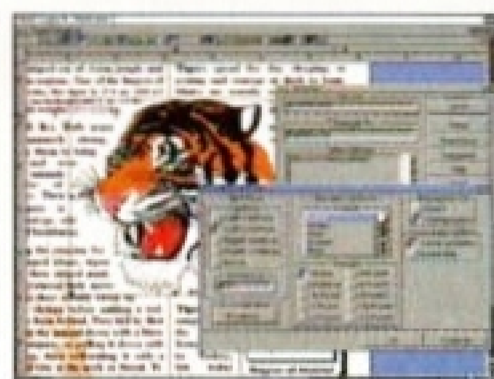
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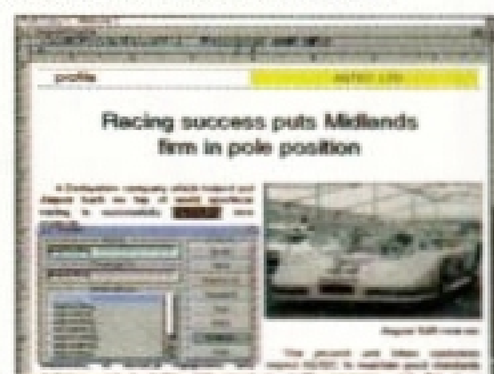


Compatibility: Floppy or Hard Drive Systems

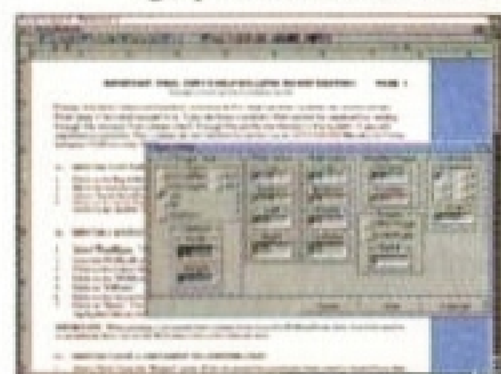
Designed to get the most out of an Amiga floppy drive based system, ***Final Copy II*** offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.



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Final Writer™
Release 3

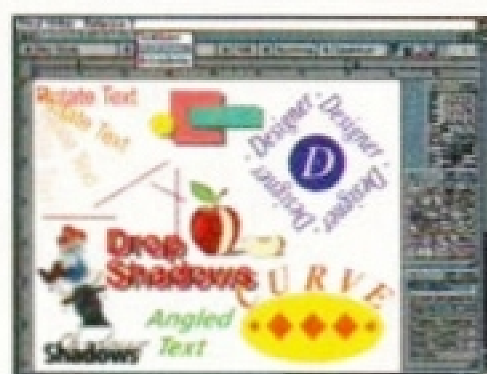
Foreign Dictionaries Now Available

Compatibility: Hard Drive Systems Only

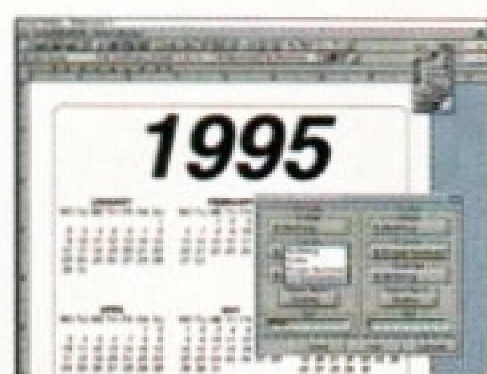
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

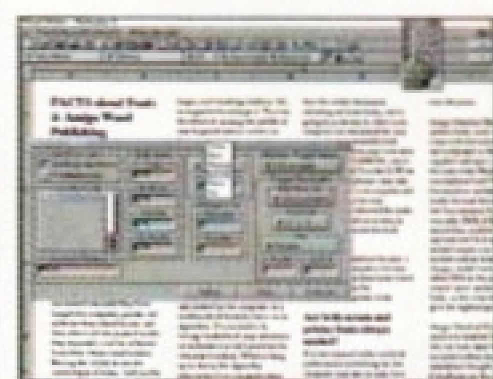
- **Text Blocks**™ which position text at any size, angle and position on the page.
- **Touch Tools**™ & **PowerUserBars**™ giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
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Final Writer can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



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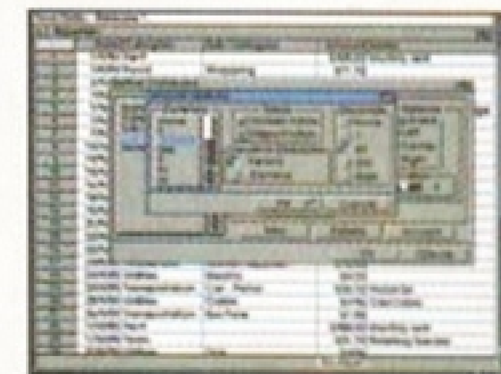
Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

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New Release 2 adds features that now allow you to...

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- Create a database with **Running Calculation Columns** (for using like a current account statement with credits against debits etc.) and
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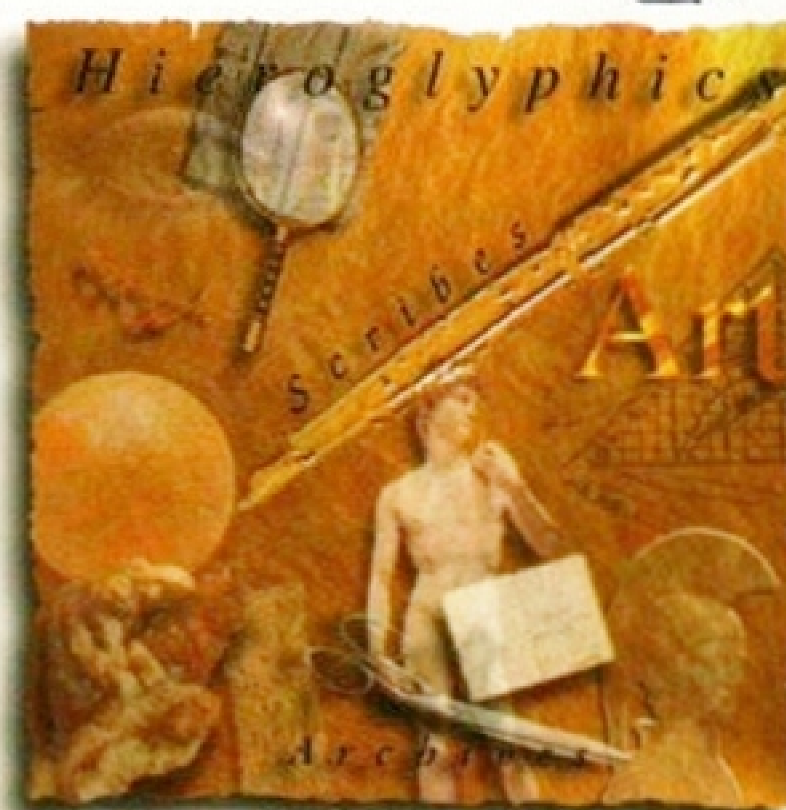
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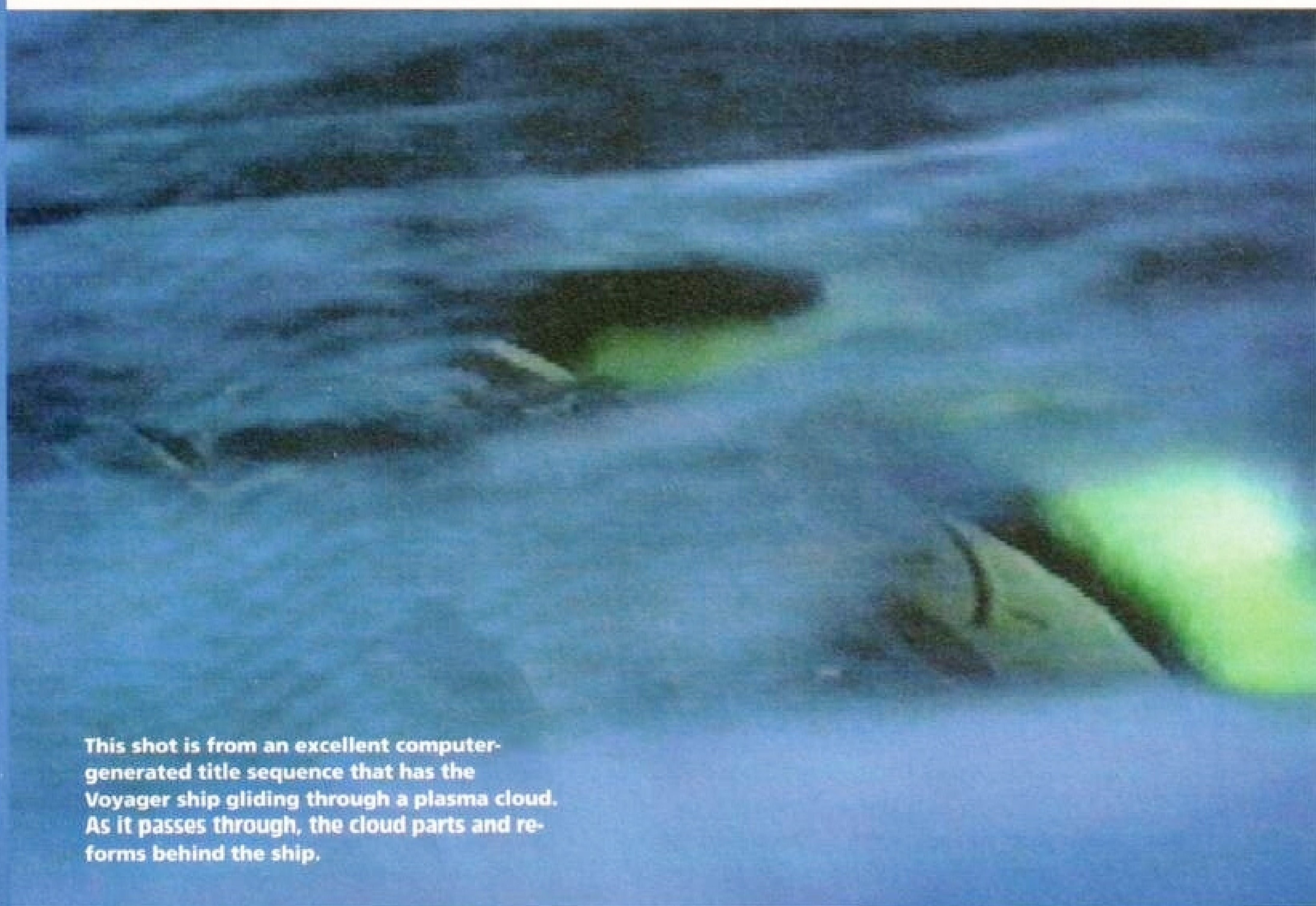


SoftWood Direct

amf







This shot is from an excellent computer-generated title sequence that has the Voyager ship gliding through a plasma cloud. As it passes through, the cloud parts and re-forms behind the ship.

ProGrab24RT

Have you got the right equipment to capture that excellent image of your favourite video? Graeme Sandiford has discovered the ProGrab24RT Plus digitiser and we just can't tear him away from his collection of *Star Trek* videos.



Sorry mate, that pound coin has fallen straight through the crack in the floor – you'll never find it again.

After reading our round-up of flatbed scanners, you know that when it comes to capturing real-life images in high resolutions, they can't be touched in terms of quality. However, you'd have a hard job scanning video images from your TV screen with one. The right tools for this type of job are a digitiser, VCR and/or a camcorder.

A digitiser can capture images from a video signal, which can be received from most modern videos. Essentially, they sit between the video source and your Amiga – almost exactly like sound samplers. For a long time, Rombo have dominated the digitiser scene, but at the end of last year a new product made its way over from Poland.

The ProGrab24RT provided the same quality as Rombo's Vidi range, but at a fraction of the price. Not satisfied with this, Gordon Harwood Computers have just released version 2.52 of their *ProGrab* software and a new version of the hardware, the ProGrab24RT Plus.

One of the most important factors in how good an image can be captured is the quality of the video signal. With this in mind, the ProGrab24RT Plus has a SVHS (Super-VHS) Interface in addition to the composite one. SVHS signals are of higher quality than the standard VHS and the majority of the newer, high-quality videos and camcorders are equipped with an SVHS output. This addition widens the ProGrab's market to include professional, as well as home users.

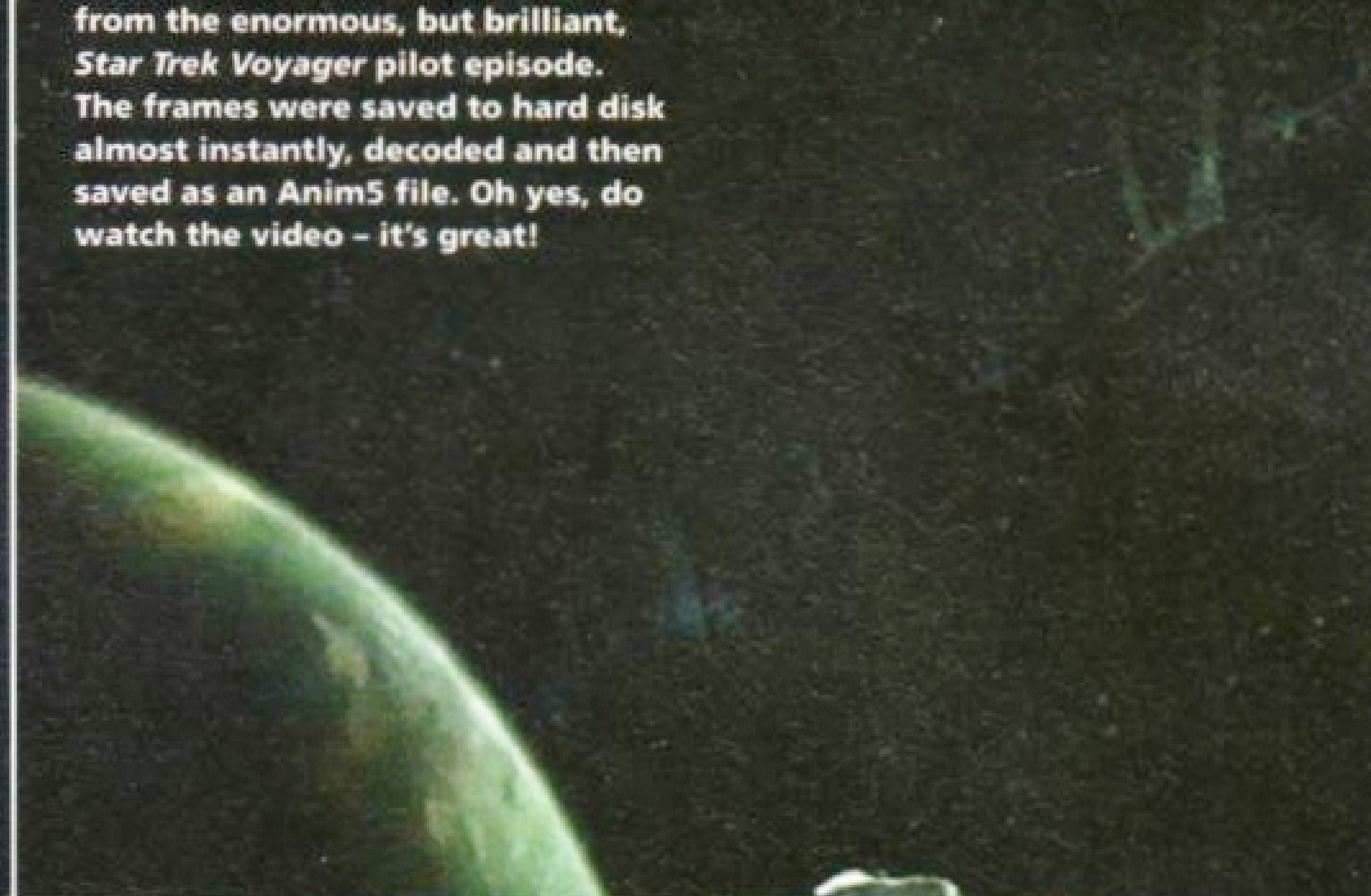
Another, new hardware-addition is a PCMCIA Interface. Before, the ProGrab, like most digitisers, used the Amiga's parallel port to pass data to the machine. Now, however, the ProGrab24RT Plus also comes with a PCMCIA Interface, present in all A600s and A1200s, as well as the parallel one.

The result is an increase in the grabbing speed, but it has greater ramifications than just the speed increase. Since most digitisers and audio samplers use the parallel port, it has, with the exception of integrated units, been impossible to capture video and sound data simultaneously.

By using the PCMCIA Interface, the parallel port is freed up for a sampler which can be controlled by the *ProGrab* software to capture both sounds and images at the same time.

The software has changed a lot and now looks more like an image processor than a digitiser. The main screen has a Workbench 2+ look, with resizeable windows that can be moved around the screen. The main windows on this screen are for the filters and modes.





from the enormous, but brilliant, *Star Trek Voyager* pilot episode. The frames were saved to hard disk almost instantly, decoded and then saved as an Anim5 file. Oh yes, do watch the video – it's great!

The filters include traditional image processing tools, such as Blur, Sharpen, Emboss and Wood-cut, plus a couple of new ones, like Sobel and Laplacian. The available modes include Gamma correction, Balance, Shift RGB, Brightness and Negative.

Another welcome addition, as mentioned in last issue's review of *Photogenics 1.2*, is a ProGrab Photogenics module which enables you to grab straight from the hardware without using the supplied software.

What's more, this module is just as good. Although it doesn't have the sound or animation functions, it is great for capturing single images quickly and easily and even has its own preview window.

Right, back to ProGrab's own software. Although the main menu has changed quite radically, the grabbing screen has remained essentially the same. Except, that is, for one major enhancement – Amiga-owners with faster machines have the option of a double-sized preview window.

Plus

This means that rather than being limited to a pokey little 160x64 pixel, grey-shifting smear, you can actually see what's going on from a 320x128 pixel, real-time display. The screen resolutions have not been changed and it is still possible to grab images in the standard Amiga screen sizes (from 320x256 to 1472x512). You are also given a choice of three video formats: PAL, Secam and NTSC.

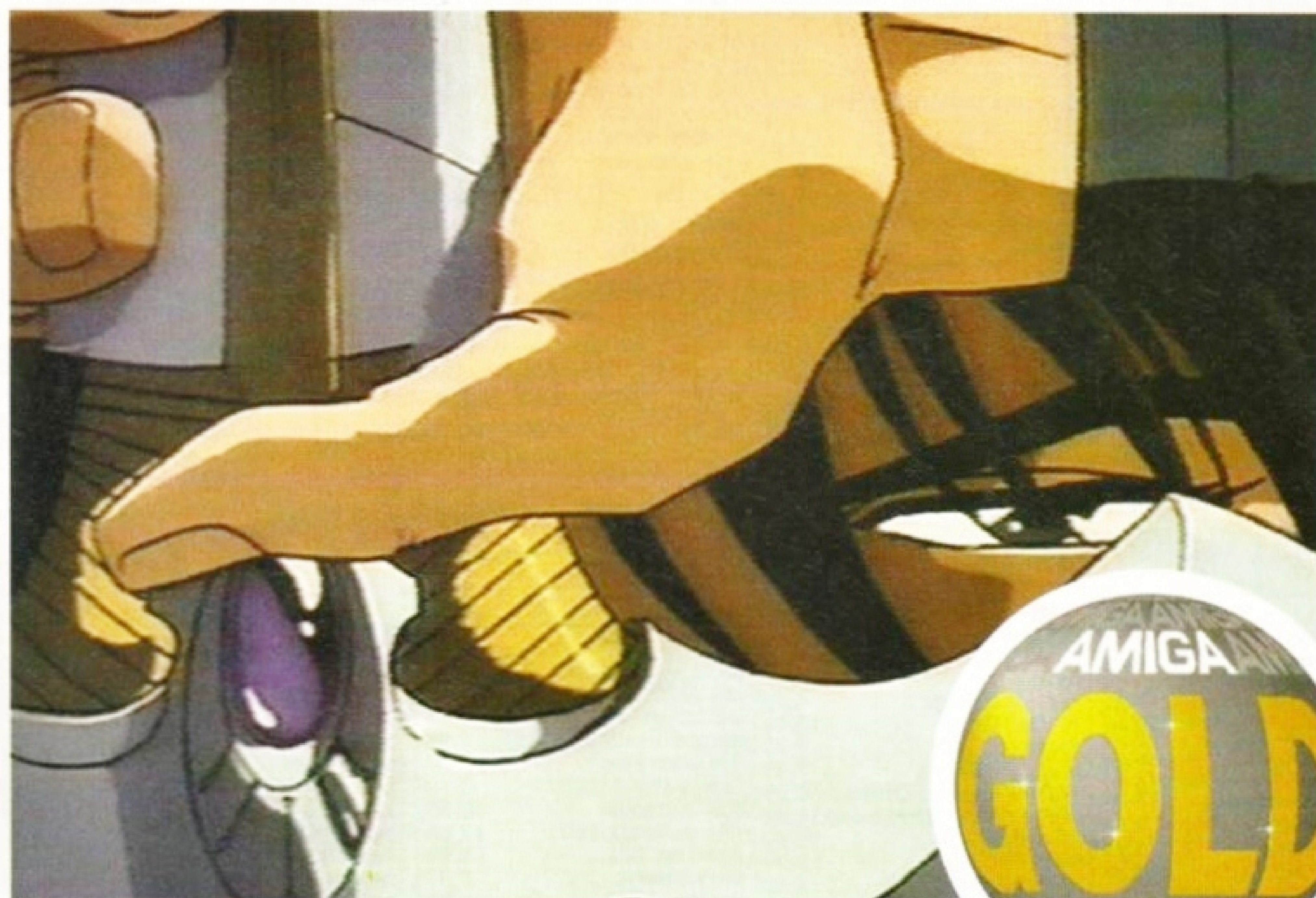
Provisions are also made for Amiga-owners with low-end machines, such as the A500, which may be limited in terms of processing power and memory. The program now has a virtual memory facility that enables you to use hard disk space as if it were memory. What's more, you don't need an MMU, so any machine can use virtual memory although it will be substantially slower than using real memory.

In another hard disk-related change, the animation tool can now dump images straight to hard disk. This means that you are not totally dependent on the amount of free RAM when trying to capture several frames.

It's also possible to capture 5,000 frames which can be separated by as little as 1/50th of a second, which means that you can capture a large number of frames of at least the same quality as the original – the trouble is finding an animation player fast enough to play it back!

With this latest hardware and software upgrade, ProGrab moves on from being equal with Rombo's range of digitisers, to actually surpassing them. If you are looking for a video digitiser, ProGrab's price, features and ease-of-use quite simply make it *the* budget digitiser to buy.





It appears the noble Lord Yasher has made an elementary mistake. Just because his face is hidden behind a sword doesn't mean his enemies can't see him – doh!

PROGRAB24RT PLUS

DISTRIBUTOR
Gordon Harwoods
01773 831040

PRICE
£129.95

SYSTEM REQUIREMENTS
Workbench 2+ and 2Mb RAM

SPEED ●●●●
Grabbing frames is instantaneous, but decoding them can take a while.

MANUAL ●●●
A bit sparse, but tells you all you need to know.

ACCESSIBILITY ●●●●
ProGrab's software is very intuitive to use and the *Photogenics* module is even easier to use.

FEATURES ●●●●●
Offers far more features than any other digitiser anywhere *near* the same price.

VALUE ●●●●●
Incredible value for money – no other digitiser offers so much for so little.

"ProGrab24RT Plus is quite simply the digitiser to get."

93%

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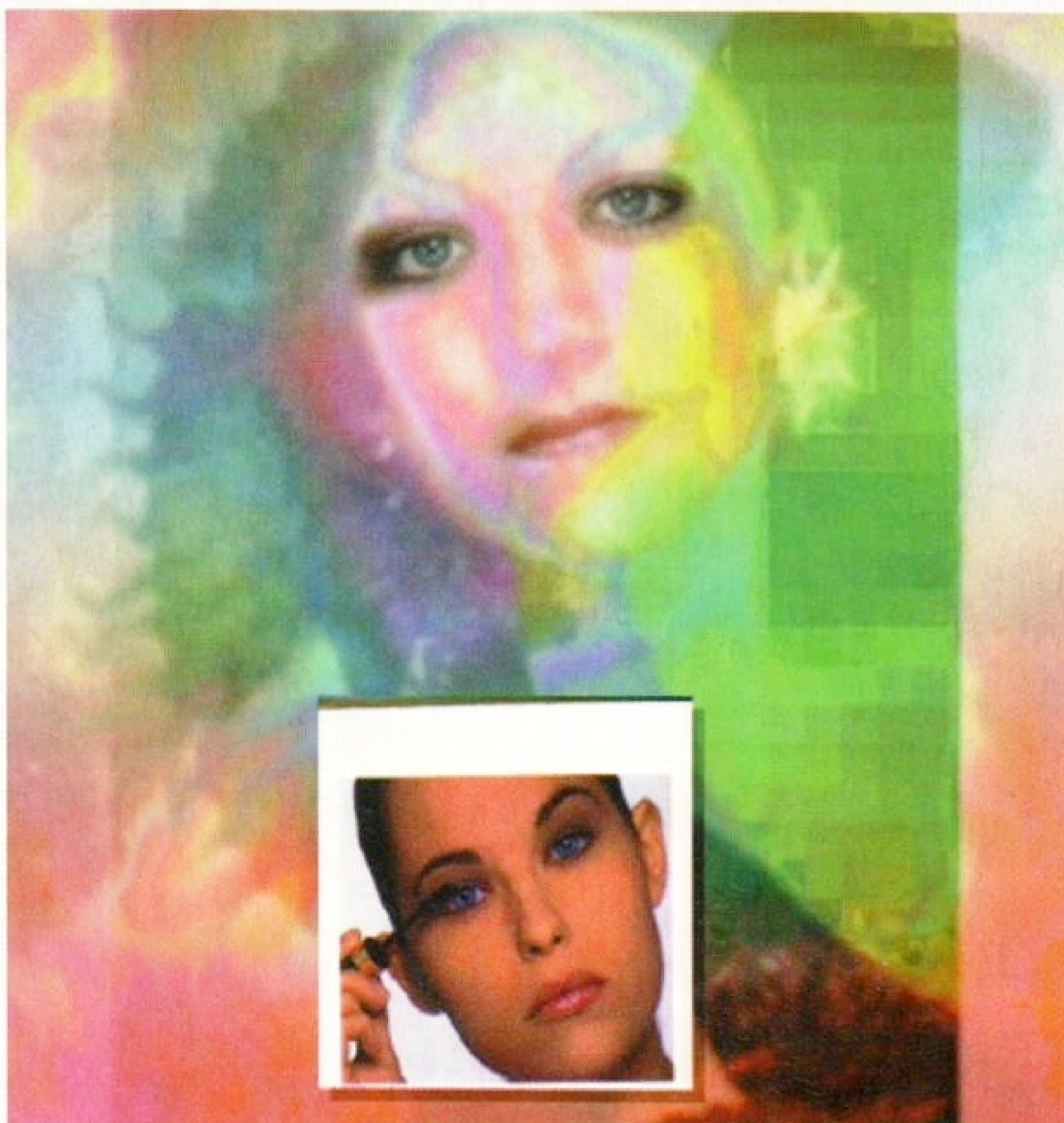
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Like it or not, life can be full of drudgery and, no matter what you're doing with your Amiga, you'll soon find that performing the same operations again and again can be somewhat tedious.

This is when ARexx, the Amiga's built-in scripting language, can preserve your sanity. However, not everyone has the time or inclination to write ARexx scripts. To save you from effectively exchanging one drudgery for another, writing long scripts, someone has written over 500 scripts and an easy-to-use Interface – *Batch Factory*. It has finally made it to the shores of the UK in the form of *Batch Factory 2*.

The Interface is straightforward and all but one of the program's functions can be accessed without having to use a pull-down menu. The top-right half of the screen is occupied by a bank of buttons that perform the chosen operation on the selected files.

What's left of Graeme Sandiford's sanity was saved by this program – find out what it could do for you.



This picture-in-picture effect with a drop-shadow is a typical example of simple tasks that can be automated with *BF2*.

Batch Factory 2

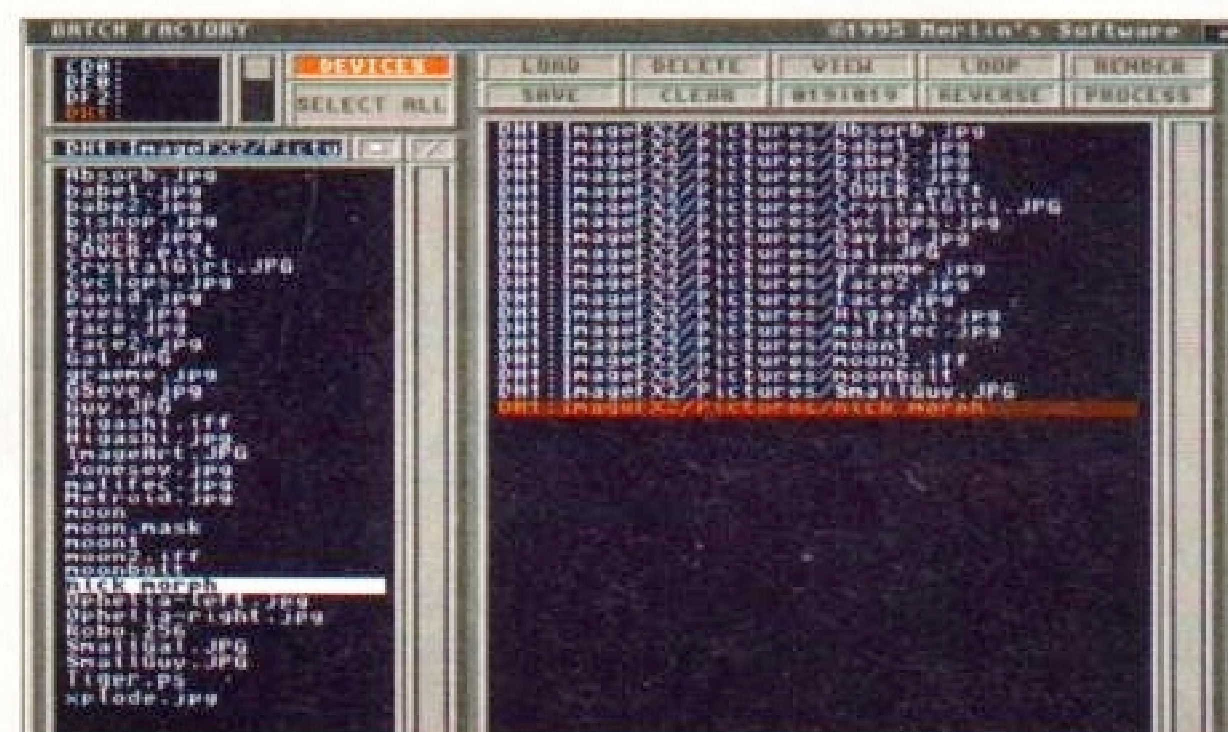
The files that are to be operated on are stored in the file list window. They are moved there by clicking on them from a separate directory listing window which is complemented by a device list.

To make selecting a lot of files easier, there is a Select All button. However, being able to select a range of files would have been more useful. Once you have created a file list, you can save it to disk in case you want to process the same files at a later date. It is also possible to loop a sequence of files, which can be particularly useful when creating animations.

Of the 500 plus scripts supplied, most are graphics applications. There are plenty of scripts for ADPro, ImageFX 1.5/2.0, MorphPlus, ImageMaster RT, OpalPaint, ToasterPaint, Pixel 3D and LightWave. However, there *are* a few for programs like CED, Final Writer, Pagestream and TypeSmith, not to mention the scripts for the PAR board.

Most of the scripts perform pretty straightforward tasks, such as simple conversions and animated image processing effects. For example, there are scripts for creating picture-in-picture effects with ADPro and ImageFX, applying filters over several frames, creating storyboards from a sequence of pictures and, of course, converting pictures to different formats. There are also some handy scripts for batch rendering in LightWave and converting bitmap images to several 3D formats in Pixel Pro.

Admittedly, if you are familiar with ARexx, it wouldn't be too difficult to create these scripts yourself. But why waste time which would be better spent doing something more creative?



Batch Factory 2's is extremely simple and easy to use, but the program is pretty powerful.

BATCH FACTORY 2

DISTRIBUTOR
Premier Vision 0171 721 7050

PRICE
£39.99

SYSTEM REQUIREMENTS
1Mb RAM and WB2 or above.

SPEED ●●●●●
Works as fast as your machine, ARexx and the target application can possibly handle.

MANUAL ●●●●
Small and concise, but still very easy to follow.

ACCESSIBILITY ●●●●
A nice straightforward Interface that is certainly easier to use than typing the commands yourself.

FEATURES ●●●●
The scripts are definitely in plentiful supply and cover most ARexx-compatible programs.

VALUE ●●●●
£40 is not much if you are working to a tight deadline, but £30 would be a somewhat fairer price.

"Er... does all the hard work so you don't have to."

88%

Liana

Are you in need of a fast and easy connection between two Amiga's? Liana, the low-cost network solution, is exactly what you want! Just plug it in, install the software, and it runs! Nothing could be easier than that. Liana is the network solution for those with a small budget and big needs. You can even share your hard drives and printers.

- For every (!) Amiga from WB 2.0 on with a free parallel port
- Includes cable
- Includes Commodore's Envoy networking software
- English manual
- automatically reconnection after (re-)booting without new startup
- Every machine usable as server and client

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Picasso II RTG



Picasso II RTG, the graphics board all others are measured against:

- Graphics board for all Amiga's with Zorro-Bus - Workbench driver to retarget all programs and WB to the Picasso
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- HiColor (16Bit) and TrueColor (24Bit) graphics: 16M colors!
- Drivers for most graphic programs such as AdPro, ImageFX, ImageMaster, Real3D
- Allows connection of any VGA or Multiscan monitor
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- Monitor-File compliant with System 2.x or higher, resolution selectable using screenmode requester
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- Draggable screens
- Available with 1MB or 2MB, upgradable from 1MB to 2MB at anytime

2 MB

£ 329.95

Pablo

The video module, Pablo, expands your Picasso II with two new video outputs. Using the Pablo, you can view your Picasso output on any TV or VCR. All with quality that you would only expect to see from broadcast video encoders. That is why the Picasso II video encoder module, Pablo, won in the (German) magazine 'Amiga Magazin' (issue 5/94) test for video encoders.

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Don't get overwhelmed with the complexity of setting up a network, use our Ariadne Ethernet card that is compatible with all Amigas that have an available Zorro Slot. This card is not only easy to network - it also equipped with 2 additional parallel ports offering multiple network solutions.

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- Includes Commodore's Envoy networking software
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FOR THE AMIGA 1200

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- Quad speed mechanism
- 600K/sec data transfer rate
- PhotoCD compatible
- Multi-session compatible
- Runs most CD[32] software

NEW



SEE PAGE 2 FOR FULL OVERDRIVE RANGE

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FOR AMIGA 500/500PLUS OR AMIGA 600/1200



These internal Amitek Loader replacement drives are ideal for users who wish to replace their existing internal drive. The pack features a high quality internal 1Mb, 3½" drive mechanism for the Amiga 500/500PLUS or Amiga 600. All that you need to fit your drive is included, plus easy to follow fitting instructions and 24 months warranty.

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SCSI INTERFACE

SCSI-2 INTERFACE
SQUIRREL
FOR A600/A1200



Named after the famous storage hungry animal, the Squirrel SCSI-2 interface simply plugs into the PCMCIA slot (avoiding warranty problems) and allows you to connect up to 7 SCSI devices to your Amiga at the same time. This could be any combination of hard drives, SCSI CD-ROM drives, tape streamers, SyQuest removable drives, etc.

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MODEL 1048ST

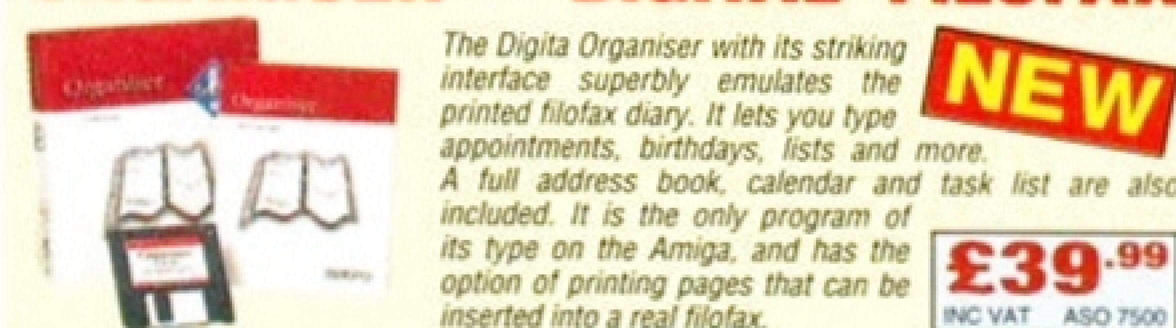
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SOFTWARE OFFERS

ORGANISER - DIGITAL FILOFAX



The Digita Organiser with its striking interface superbly emulates the printed filofax diary. It lets you type appointments, birthdays, lists and more. A full address book, calendar and task list are also included. It is the only program of its type on the Amiga, and has the option of printing pages that can be inserted into a real filofax.

NEW

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SEE FEATURE ON PAGE 1

Zip it up



To show some sense of scale, the Iomega and the cartridge are shown here on top of a standard SCSI hard drive case. Dinky, isn't it?

A new mass-storage media to revolutionise the industry, or another wacky idea not long for this world? Nick Veitch previews the Iomega Zip drive.

When you use computers, you almost always create data. This has got to be stored somewhere if you ever want to use it again. But where should it be stored?

Large amounts of data are often stored on a hard disk of some sort. But hard drives are just never big enough, and in spite of the ever tumbling prices, they are still an expensive way to access your data, and they are certainly not portable. Their greatest advantage is speed – the fastest storage devices are hard drives.

For exchanging data with other machines, some sort of removable media is often used. Syquests, magneto optical disks and even floppies are extremely convenient and relatively inexpensive ways of transporting data from one place to another, or for backing up valuable data from your hard drive. But, unfortunately, they are usually very slow and not suitable for real on-line storage.

THESE ARE THE PROS AND CONS OF STORAGE DEVICES

FLOPPY DISK



The most basic storage medium in modern times is the floppy. If your machine doesn't have one, it isn't a computer, it's a console. High-density varieties aren't really big enough.

Speed: (around 20K/s)
Max size: 1.4Mb
Price per Mb: 38p

HARD DRIVE



A common enough addition to any Amiga – a hard drive makes everything so much easier. The drive is either fitted internally, or as an external (usually SCSI) unit. Drives can be very large, very fast and *very* expensive.

Speed: 500K/s to 5.5Mb/s
Max Size: 2Gb drives are the largest commonly available
Price per Mb: 39-70p



SYQUEST 44/88

Syquest are, essentially, big floppies in a large cartridge. Although immensely popular, especially in DTP, they are expensive and very susceptible to damage.

Speed: 200-800k/s
Max Size: 88Mb
Price per Mb: 72p

MAGNETO OPTICAL



Using a hybrid technology – magnetic tracks on an optically indexed disc – the MO drives are very reliable, and the cartridges aren't that expensive given their size. Unfortunately, the drives themselves typically cost more than the rest of your Amiga set-up put together.

Speed: varies around 1.5 Mb/s
Max Size: 1.3Gb
Price per Mb: 9-21p

ZIP



The Zip drive is the new contender. Fast and cheap it is rapidly becoming terribly popular in the USA, and Iomega simply can't produce the things fast enough.

Speed: 1Mb-1.5Mb/s
Max Size: 100Mb
Price per Mb: 16p

There are many types of storage media – from the commonplace to the quite strange. Here we have just compared the main contenders in the transportable media category. Hard drives have been included, partly as a comparison, but also because you could use an external SCSI drive as transportable media. Tapestreamers have been excluded because they are more aimed at archiving than transporting data, and also because they are tedious. All figures are necessarily average, because they take into account many different examples of the mechanisms on test.

The Zip drive falls somewhere in between the two. It uses removable cartridges, but they are inexpensive. Transfer rates are comparable to that of older hard drive mechanisms and the drive itself is reasonably inexpensive. Sounds too good to be true? Read on.

SIZE IS IMPORTANT

Although Iomega are keeping very quiet about the technology used in the drive, it is loosely based around a combination of floppy and hard disk technology. The cartridges are only slightly bigger than standard 3.5 inch floppy disks and they contain a magnetic disc.

There are many benefits of such a small cartridge, not the least of which is that it is very easy to put in your pocket. Syquests were at one time the removable media of choice, but they are just that little bit too bulky, especially if you have to send one off somewhere – not to mention expensive if they got lost in the post.

The Iomega cartridge is small, convenient, relatively inexpensive and quite rugged. The Zip cartridge we have been testing has had several little "accidents," but still works fine.

THE PRICE IS RIGHT

Part of the problem with removable media is the price. Not just the price per megabyte (which, as you can see from the box at the top of the page, can be even more than a hard drive), but the unit price.

Removable media (unless you count floppies) can be expensive. If you drop a blank floppy down the back of the fridge (it can happen), you'd probably wait until the next time the kitchen was redecorated before you bothered to find it. If the same thing happened to a Syquest or magneto optical disk, you'd be right in there, searching every nook and cranny.

Zip cartridges may not hold as much data as some other removable media, but the unit price is relatively cheap. At around £16 (if you buy in reasonable quantity) initially, you're not going to have to save up in quite the same way as you would to buy a new Syquest cartridge, for example.

The Iomega cartridge is small, convenient, relatively inexpensive and quite rugged.

It's certainly cheap enough to have half a dozen cartridges for your own personal use.

The other advantage is the price of the drive. A magneto optical unit can cost you over £1,000; the Zip mechanism is under £200.

BUT WHO WOULD USE IT?

Because the Zip intersects the curve at such a low price, and with a compromise between speed and capacity in just about the middle ground for all sorts of uses, the Zip could almost be considered to be a master of all trades.

It would never replace a hard drive for booting Workbench, or fast access to libraries and commands, but it could quite easily replace a second hard drive – the one you usually buy when you discover that there isn't enough room for all your applications and their data files on your primary disk.

A 100Mb disk would certainly be enough for you to permanently keep something like *Vista Pro* and all its demos (well, OK, the ones that you use) on one. Yes, a CD is cheaper per megabyte of storage and maybe you're not that fussed about access-speed, but they are read-only.

If you regularly have to exchange large amounts of data with someone else, the Zip is more than up to the job. The cartridges are sturdy, yet light, and can easily be carried in a pocket or sent off in a Jiffy-bag with little fear.

WHERE DO I GET ONE?

At the moment, there are very few units in the UK. The drive has proved to be so popular in the USA, where they are made, that production is lagging behind orders at the moment. For this reason, the drives and cartridges may not arrive in the UK in bulk for a month or so.

Even huge dealers, like Computer Warehouse, have only been able to get 50 drives so far. HiSoft will be distributing the drives with Amiga software and we'll be bringing you a full review in the next issue.

The **essential** magazine for Amiga enthusiasts

AMIGA SHOPPER



Supertest



The Amiga Shopper Supertest is renowned for being the most comprehensive and informative head-to-head in the business. This issue we give you the definitive low-down on eight Amiga paint packages – how they compare and how they rate. No serious Amiga enthusiast should miss our guide.





Stars in your eyes?

We talk to a band who have just started their own record label. So? Well, they use Amigas to create their music. Find out how you, too, can rise to become a chart-topper, all through the power of your Amiga.

Disks

Prepare to be dumbstruck by Amiga Shopper's best Coverdisks ever! This issue we bring you the top Amiga word processor, Protext 4.3, absolutely free. But we don't think that alone is enough, so both disks are bursting with utilities and demos to make the most of your Amiga.

Plus! Reviews

- We look at the dual-speed Aiwa ACD-300, a CD-ROM drive that's been worth waiting for.
- Got problems seeing non-IFF pictures? We examine Datachrome, the perfect answer.
- Take a trip into image grabbing with the new version of the top-rated ProGrab package.



The Aiwa ACD-300 CD-ROM drive – awesome.

Competition

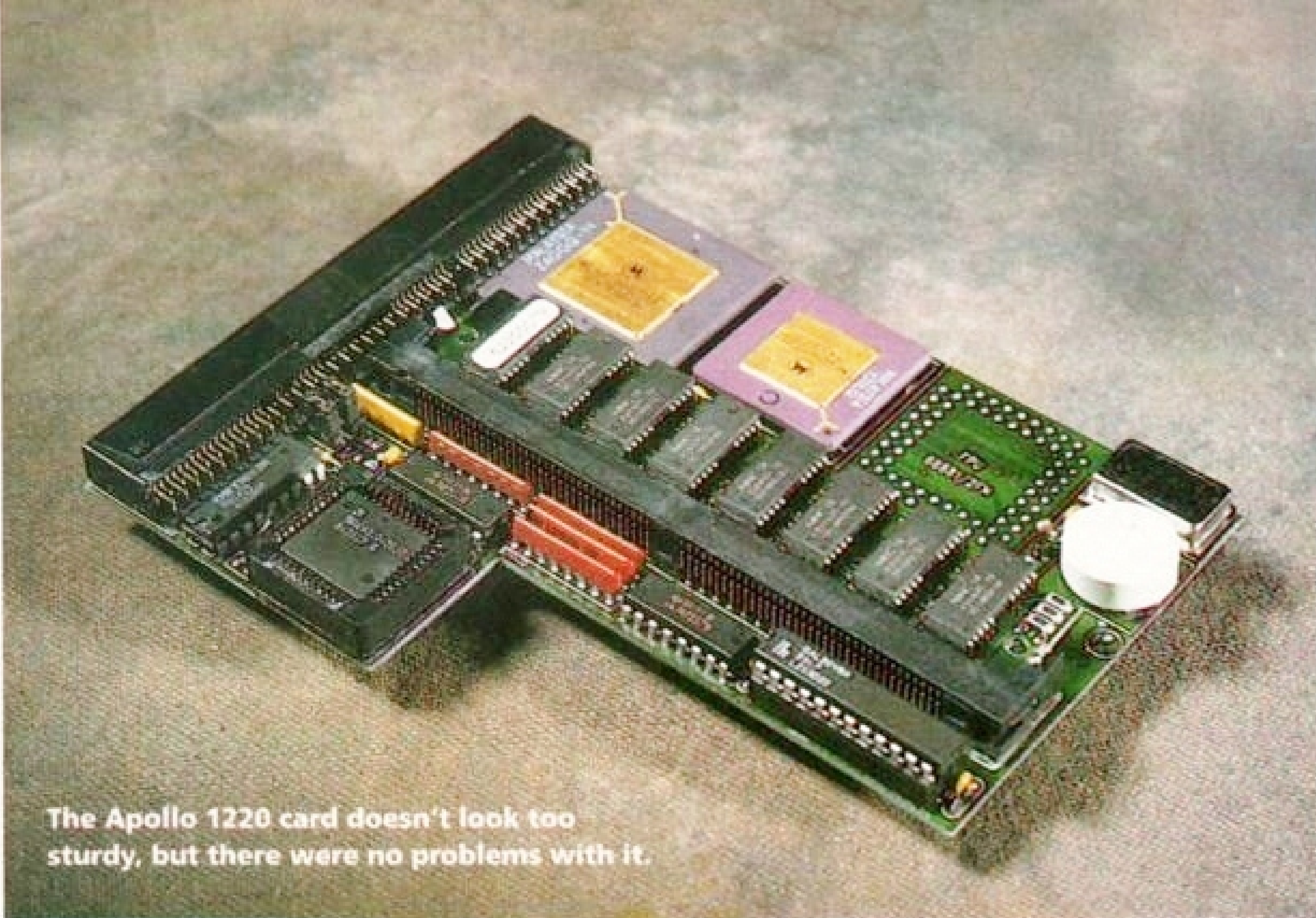
There's also a fantastic competition where you can win an amazing PowerStation from Hi-Q, worth over £380. The prize includes a Hi-Soft Squirrel SCSI Interface, a PowerStation with upgraded power supply, a dual-speed CD-ROM drive and a pair of Active 75 speakers.

SCSI
The SCSI Interface for your Amiga A1200/A600

September Amiga Shopper. Issue **53.** On sale **now!**

Apollo 1220

Trapdoor isn't just a kid's program with Plasticine figures, it's also the key to accelerating your Amiga. David Taylor slots in the new board from Siren.


The Apollo 1220 card doesn't look too sturdy, but there were no problems with it.

First impressions count and, to be honest, I wasn't in awe of the Apollo 1220 when I saw it. It looks a little cheap and, although it fits into the expansion slot easily enough, the trapdoor cover doesn't lie flat with it in place.

This leads you straight to the conclusion that it hasn't been put together very well, which is a shame, because underneath the poor looks lurks quite a meaty piece of kit.

IBM PC-users would laugh at the idea of anyone using an 020 or comparable processor for serious use. No, you need a '486 with 8Mb of RAM at the very least. Well, bear in mind that the new owners of the Amiga recognise that a bare A1200 can easily outperform the 'powerful PC' for multitasking.

The point is that even a standard Amiga is quite speedy. Any acceleration starts to turn your Amiga into a very competent machine indeed. I do most of my work on an unaccelerated A1200, which stands up to picture conversion, program compression, Coverdisk compilation and the rest, without it ever slowing down, not even when doing them all at the same time.

The Apollo 1220 is a useful board for several reasons. Firstly, it comes with an FPU, which makes any maths calculations a lot faster. Secondly, it has 4Mb of Fast RAM, which is very important – whilst you can buy the board bare of RAM, it isn't worth it. Finally, it has a faster 020 processor, which accelerates all calculations.

Whilst an A1200 doesn't need to be accelerated to be a 'professional level' machine, it *does* need extra RAM, because that's what makes the initial difference. The board I tested had 4Mb and I was tempted to believe that the speed-increase was down to the FPU and extra RAM. However, when I swapped back to my usual board, which has just the extra RAM and FPU, the difference was very noticeable.

In tests, the A1200 with an FPU and extra RAM came in very impressively at twice the speed of a standard A1200, but the Apollo with the 28MHz 020 was more than three times faster than the normal A1200 and even pipped a standard A3000 with an 030 processor. Incredible!

Whilst speed-tests are fine, it's the actual difference you *notice* when you use it for your normal work that counts. Personally, I'm getting more and more fond of the Apollo. Graphics handling and archiving programs, which requires complex calculations, is certainly faster.

Of course, this board is not in the same league as a good 030 board. If you want to accelerate your Amiga for 3D-rendering, then this board is not the perfect solution. It speeds everything up; it works wonders for general use, but it can't turn your A1200 into a powerhouse.

This board is for the general user, the person with a hard drive who does a bit of graphics, some music maybe, the usual word processing and everyday file management. Using these sorts of programs regularly, you tend to get a little frustrated when you swap packages and have to wait for the Amiga to catch up with you.

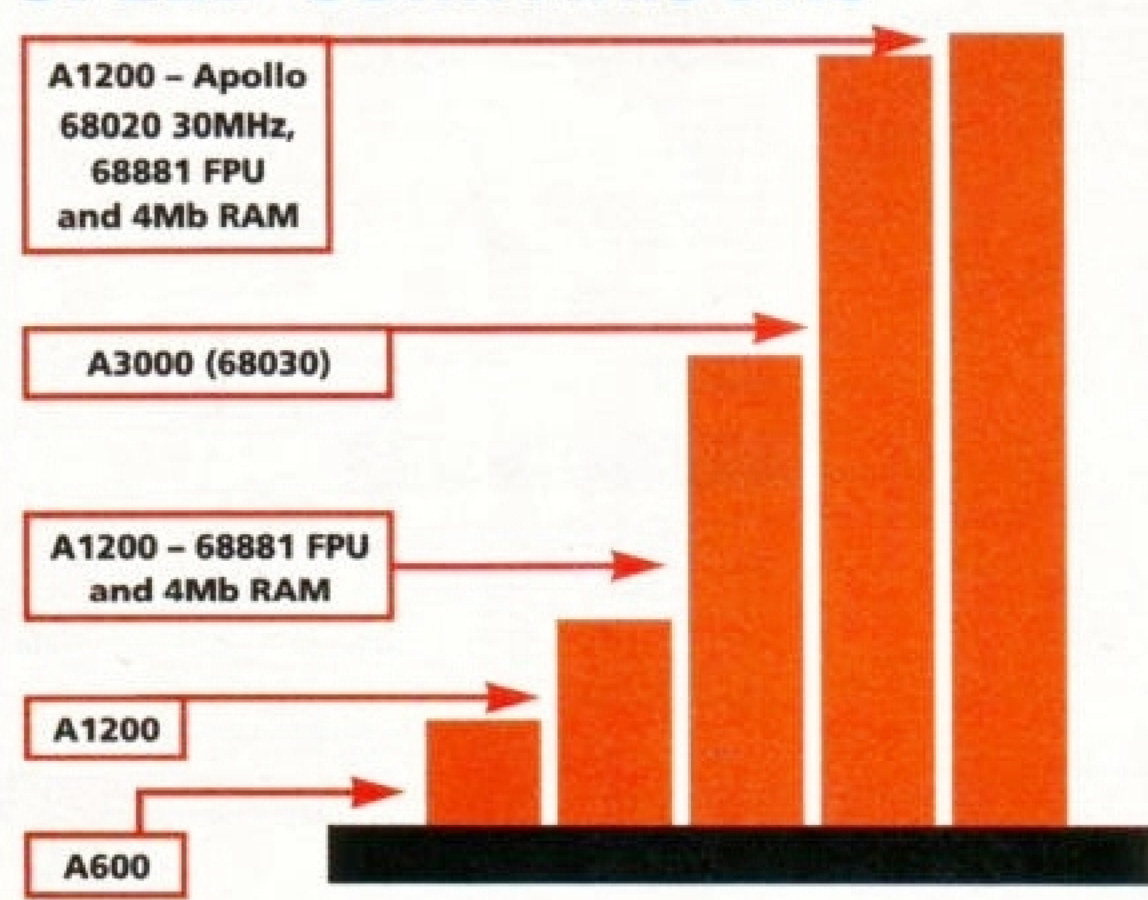
This is where the Apollo comes in handy. Programs appear quicker, even the screen update on Workbench is noticeably faster. No more waiting for the directories to appear so that you can find a program – you can just zip through your files. The Apollo has a battery-backed clock and two jumper switches, so that you can disable the extra RAM without removing the board.

There's very little more to say about the board. I wish it looked sturdier, but there are certainly no complaints about its performance.

All in all, it's a board you'd be pleased to own.

The Apollo 1220 soups up your Amiga, so that it outperforms even a standard A3000.

SPEED COMPARISONS



APOLLO 1220



DISTRIBUTOR
Siren 0500 340548

PRICE
£99 + £129 (4Mb RAM) = £228

SYSTEM REQUIREMENTS
A1200

SPEED ●●●●
Improves every area of performance on an A1200. You soon can't do without the extra speed.

MANUAL ●
Manual? Oh, that half sheet of paper with some printed instructions. Still, what more do you need?

ACCESSIBILITY ●●●
Though all trapdoor expansions are a snug fit, it's easy to slot in. I wish the cover slotted over it better, mind you.

FEATURES ●●●●
You get a lot for your money. For £230 you can triple the memory of your A1200, have a 'faster' processor and a 68881 FPU.

VALUE ●●●●●
Very cheap for the features it offers. Ideal for those who really want a faster machine, but can't afford the 030 board prices.

"Makes your A1200 a very competent piece of kit."

90%

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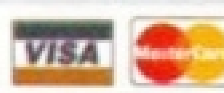
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Scrooge - Xmas Carol (8+)	13.99	—	—
Spellbound (7-16)	8.99	—	—
The Three Bears (5-10)	13.99	—	—
Wind In The Willows (6+)	13.99	—	—
Wizard Of Oz	13.99	—	—

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Item	Price
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Analog Joystick Adaptor	4.99
Cheetah 125+	7.99
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Competition Pro Joypad for CD32	13.99
Freewheel Steering Wheel	24.99
Gravis Gamepad	15.99
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Mousehouse	1.99
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Joystick Extension Cable	6.99
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Logic 3 Delta Ray Autofire JY156	10.99
Logic 3 Quatro GT Autofire JT155	10.99
Logic 3 Quatro JT154	8.99
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Screenbeat 3 Speakers SB203	12.99
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SX-1 CD32	189.99
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	TDK Low	TDK High	Precision Low	Precision High	Unbranded Low	Unbranded High
10	5.99	6.99	3.99	5.99	3.50	4.99
20	11.50	13.50	7.50	11.50	6.50	9.50
50	27.50	32.50	17.50	27.50	16.25	22.50
100	52.50	62.50	32.50	52.50	29.99	42.50

RECYCLED DS/DD Low Density
10 @ 2.99 20 @ 5.50 50 @ 12.50 100 @ 22.50

Bridging the gap

It's not a pleasant thought, but sometimes you may actually need to transfer stuff to and from another computing platform. Graeme Sandiford softens the blow.

Although it is not an entirely pleasant process, it is sometimes necessary to transfer data between the Amiga and different computing platforms, such as the PC and Mac. Things like text, 3D objects, WWW pages and, especially, graphics files can be transported to and from different platforms to their mutual benefit. Right now, this text is being typed in on an A1200, but before you get to read it, the text has gone from an Amiga to a Mac and then a Sparc workstation.

However, while it might sound like a relatively simple process, since most of the system can share data relatively easily, there is one major problem and that is to get the information from one machine to the other. The reason for this being so tricky is that computer manufacturers, in their great wisdom, all use their storage media in incompatible ways. While a floppy disk, hard disk, SyQuest cartridge, or optical disk may be used by *any* machine, they have to be formatted to match a machine-specific filesystem before information can be written to, or read from, them.

To help those of you who wish to transfer files to either the PC or Mac, we'll be putting three new filesystems for the Amiga that emulate those found on the Mac and PC through their paces.

CROSSDOS 6 PROFESSIONAL

Owners of Workbench 3.0 machines will at least be familiar with the *name* *CrossDOS*, even if they have never used it, because it came free with their machine. As you might have guessed from the name, this program formats disks with the PC's MS-DOS system.

Despite a decidedly patchy manual there was *just* enough information to get you started with formatting a couple of disks. However, we still get plenty of Workbench letters asking about how to use this system. Well, you'll be relieved to know that *CrossDOS 6 Professional* comes complete with a manual, an Installer script and an Uninstall option.

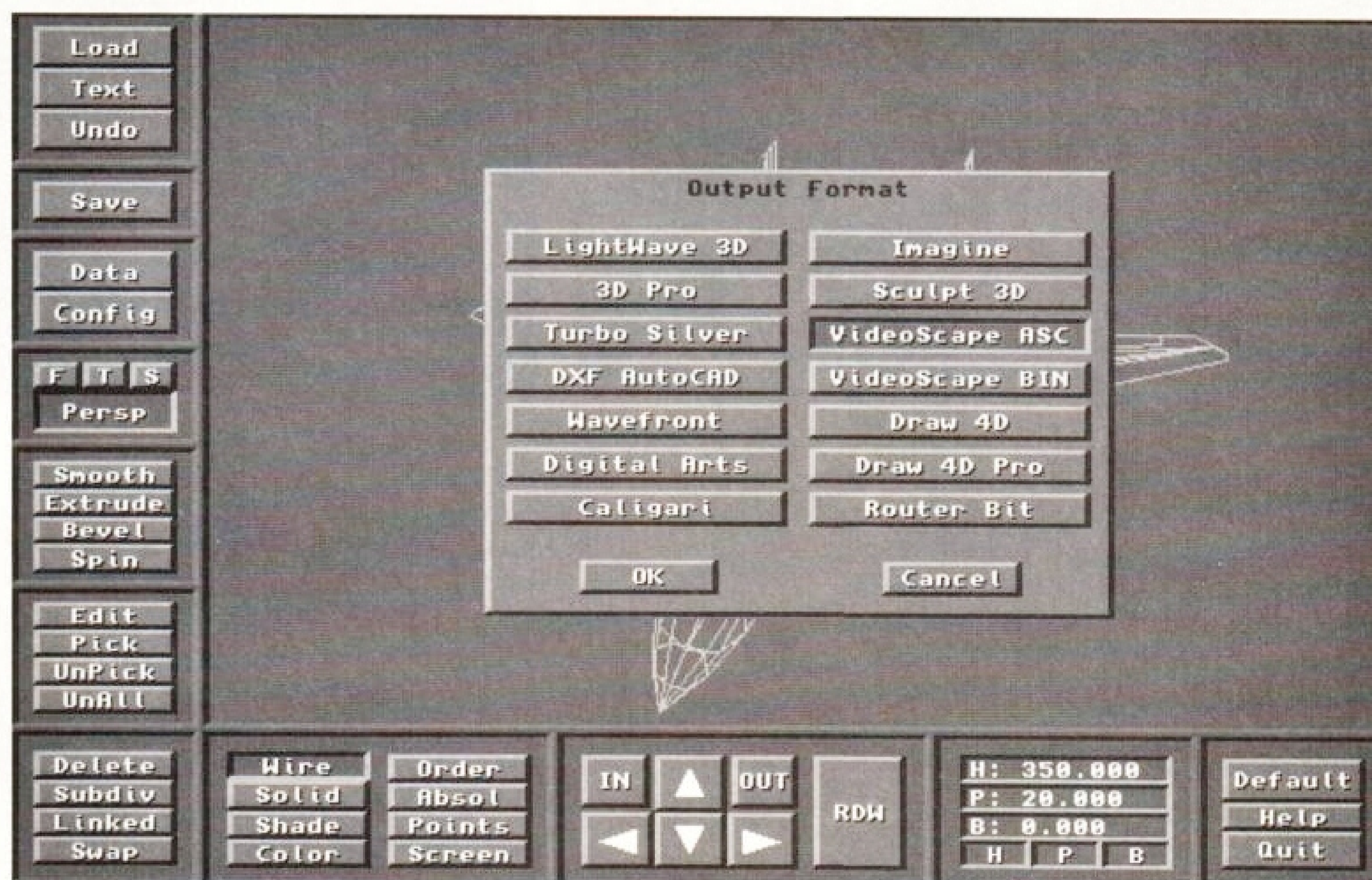
One of the trickiest things to do with *CrossDOS* was to create an MS-DOS formatted hard disk or partition. You had to have some knowledge of how hard disks worked and had to do everything yourself. Now, however, version 6 comes with a program called *Config disk* which makes the whole process fairly painless and can be used to configure a drive during installation.

The other new tools that have been added include: DiskChk (sounds disturbingly like an MS-DOS command) – for checking for any errors on a disk; DiskChg – notifies other software that a removable media disk (like a floptical) has been changed; DR_CrossDos – a CrossDOS System analyser; and a selection of alternative format icons, including one for Atari disks, so you don't have to work them out yourself.

All in all, there isn't too much new with *CrossDOS* that couldn't have been done before by someone with some technical knowledge.

But, then again, it makes things a heck of a lot easier to understand and use for inexperienced users. However, the price is *way* too high.

Continued overleaf ➡



With the aid of *CrossDOS* and programs like Pixel Pro, it's possible to transfer 3D objects to and from PCs with relative ease.

CROSSDOS 6 PROFESSIONAL

DISTRIBUTOR
HiSoft 01525 718181

PRICE
£99.99

SYSTEM REQUIREMENTS
Workbench 2+

SPEED ●●●●
Transferring files to a PC disk is no slower or faster than with an Amiga disk.

MANUAL ●●●●
It's a major improvement on the section in Workbench 3's manual.

ACCESSIBILITY ●●●●
This is the major improvement on the last version – most operations are simple to perform.

FEATURES ●●●●
There aren't that many new features, but it does what you want it to and the DR tool is pretty useful too.

VALUE ●●
£100 is way too much to be asking for the "privilege" of reading PC-formatted media.

"If you already have Workbench 3, then CrossDOS's value is seriously decreased."

79%

CROSSMAC

Copying data between Amigas and Macs has been more difficult than with Amigas and PCs – there was no version of *CrossDOS* for the Mac, so you had to put your info on a PC disk and then use a similar program to *CrossDOS* on the Mac to translate it again. But now *CrossMac* has arrived.

CrossMac is the Mac-equivalent of *CrossDOS* and enables you to read Mac-formatted disks as if they were Amiga ones. As with *CrossDOS*, you can also format hard disks, read SyQuest drives and optical disks.

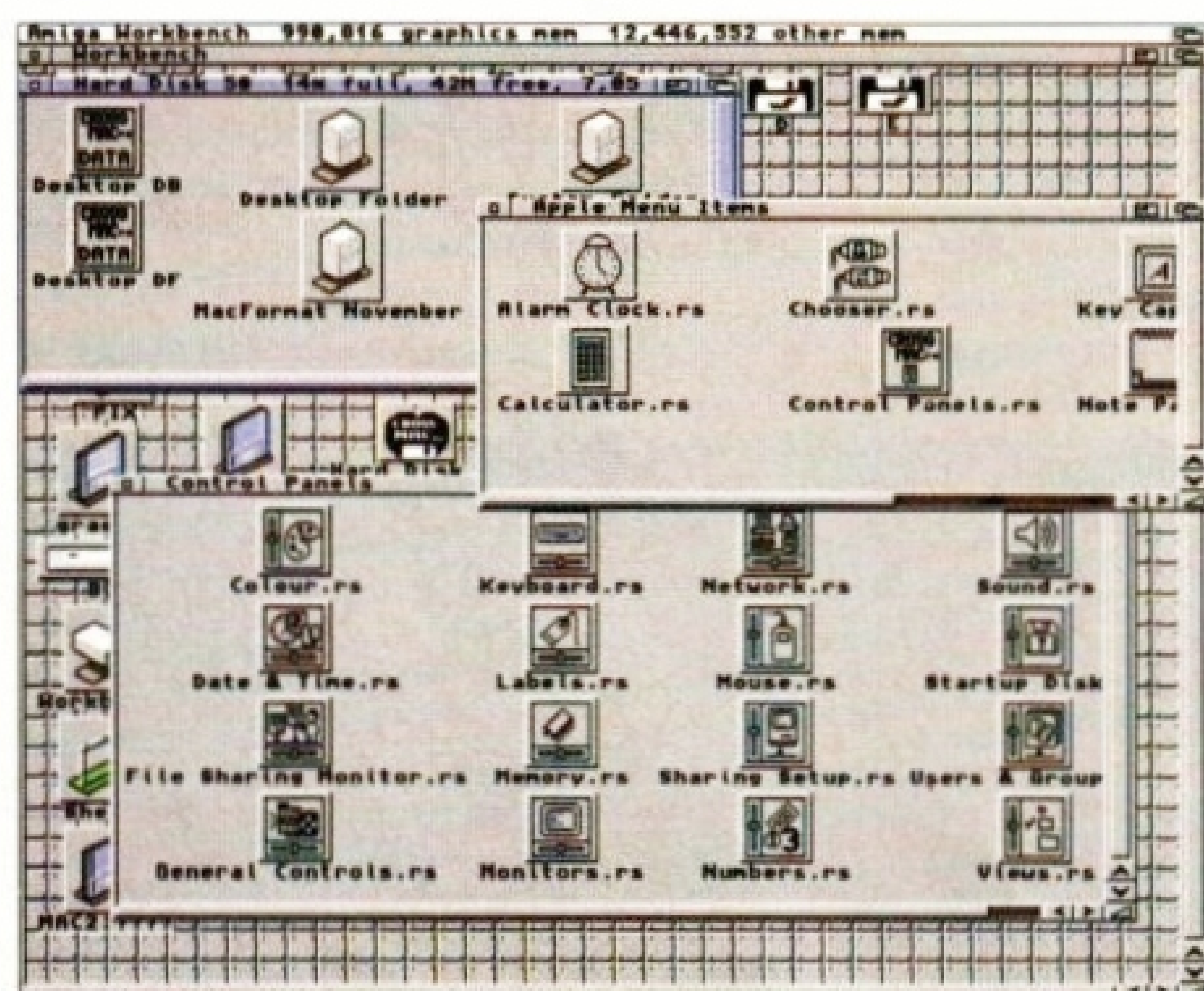
Despite sharing the same processor family as the Amiga, writing to Mac disks is actually more complicated than writing to PC ones. This is due to Apple's philosophy of keeping things as transparent to the user as possible.

To compensate for this added complexity, *CrossMac* comes with a few more utilities than its PC counterpart. It still has DiskChk, DiskChg and the DR tools, but it also includes three major new utilities Res_extractor, Finder Manager and Mac_File_Salv.

Mac_File_Salv is used to salvage files from damaged disks, but Res_extractor can give you direct access to Mac resource files. Similarly, Finder_Manager enables you to create a database of Finder (the Mac's version of Workbench) information. This will give files with certain extensions a related set of Finder information.

Rather shying away from the complexity of the Mac Filesystem, the programmers have met it straight on, even to the extent of showing the Mac icons on the Amiga. What's more, they have done it in a way as 'hands-on' in its use as you want it to be.

By using *CrossMac* it's possible to gain access to floppies, SyQuests and hard disks. You even get to see those cute little Mac icons.



CROSSMAC

DISTRIBUTOR
HiSoft 01525 718181

PRICE
£99.99

SYSTEM REQUIREMENTS
Workbench 2+

SPEED ●●●●
There is a slight delay when opening windows with the Mac icons and resource files visible.

MANUAL ●●●●
The manual explains brilliantly both the program and the differences between Mac and Amiga disks.

ACCESSIBILITY ●●●●
CrossMac is simply as complicated or easy to use as you want it to be.

FEATURES ●●●●
CrossMac provides you with all the tools you'll ever need and more.

VALUE ●●
Again £100 is *way* too much, but if you want complete control over the Mac filesystem, you might think it's worthwhile nevertheless.

"A very impressive and extremely useful tool"

75%

MAXDOS 2

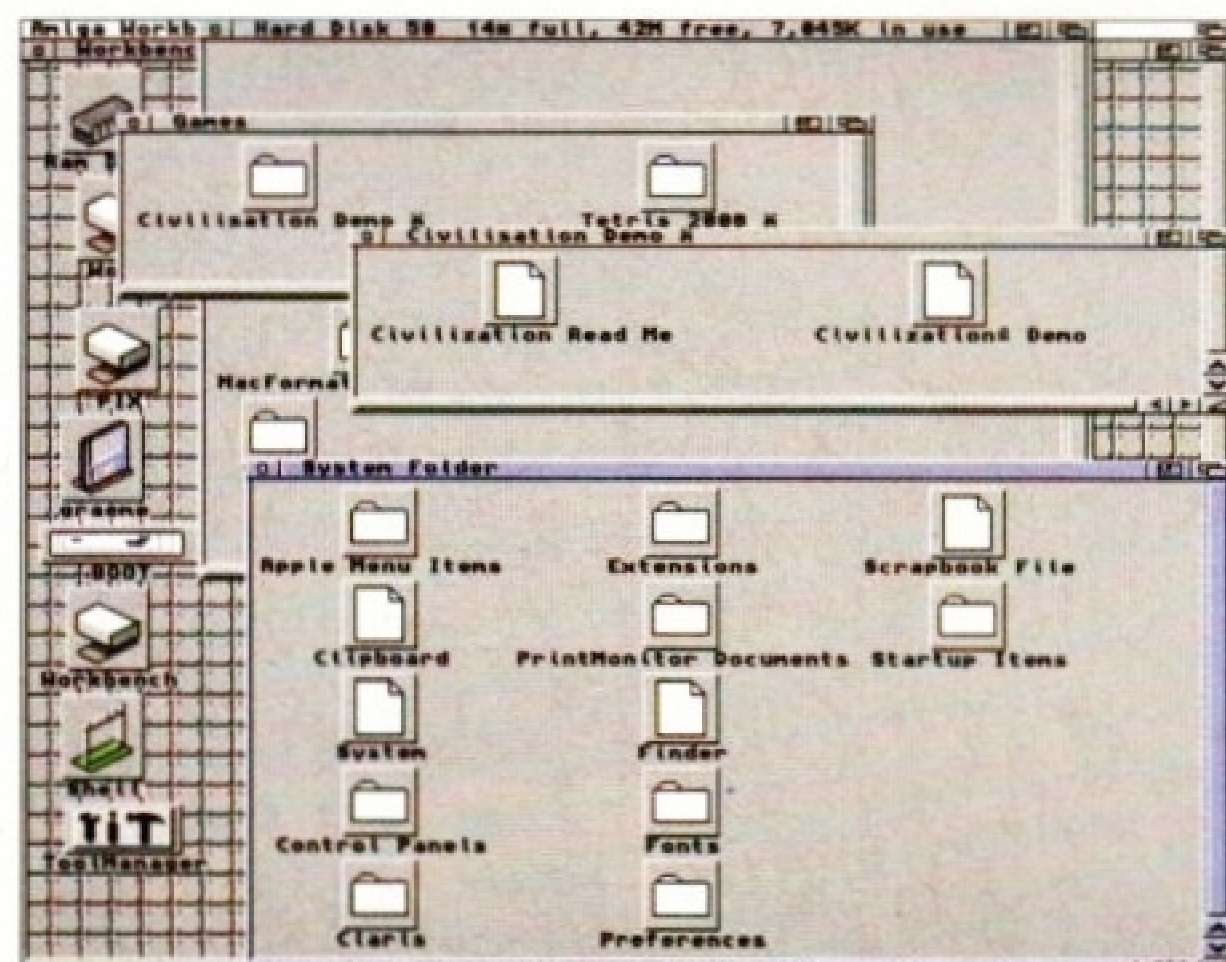
CrossMac doesn't have the Macintosh filesystem market all to itself and has recently found itself in competition with a new system – *MaxDOS*. Since both these programs perform almost exactly the same function, there are obviously quite a few similarities in the way they work and the utilities supplied with them. However, the one major difference is the price – *CrossMac* is more than double the price of *MaxDOS*.

On the most basic level, buying *MaxDOS* will get you the same features as *CrossMac*. You'll get access to Mac floppies with a high-density floppy drive. You'll be able to mount Mac-formatted hard disk partitions with an easy-to-use mounting system. It's possible to examine hexadecimal files and to handle Mac binary. You can even have the resource fork updating to match filetypes with certain extensions.

The only features you wouldn't get that are included with *CrossMac* are the DR utility for analysing disks, the salvage program and the direct support for HFS CD-ROMs.

However, this is a little deceptive since the utilities supplied with *CrossMac* are that much more configurable and somewhat more powerful. Despite this, *MaxDOS* does a pretty satisfactory job of handling the Macintosh filing system, although it does "strange things" occasionally. If you are looking for a cheap system for copying data to Macs that you can install and forget about, then you could save yourself a few bobs by getting this instead of *CrossMac*.

***MaxDOS'* icons are not quite as faithful as *CrossMac*, but that doesn't stop it from transferring files form the Amiga to the Mac.**



MAXDOS 2

DISTRIBUTOR
Premier Vision 0171

PRICE
£39.99

SYSTEM REQUIREMENTS
Workbench 2+

SPEED ●●●●
As with *CrossMac*, there is a slight delay when opening windows with the Mac icons and resource files.

MANUAL ●●
Although a copious AmigaGuide is supplied, a printed manual would have been better.

ACCESSIBILITY ●●●●
Extremely easy to use and fairly transparent once set up.

FEATURES ●●●
Has most of the features of *CrossMac*, but lacks the real power – does the job, though.

VALUE ●●●●●
Ridiculously cheap when compared with *CrossMac*.

"Budget version of CrossMac with most, but not all, of the features."

85%

Giga Graphic CD Collection

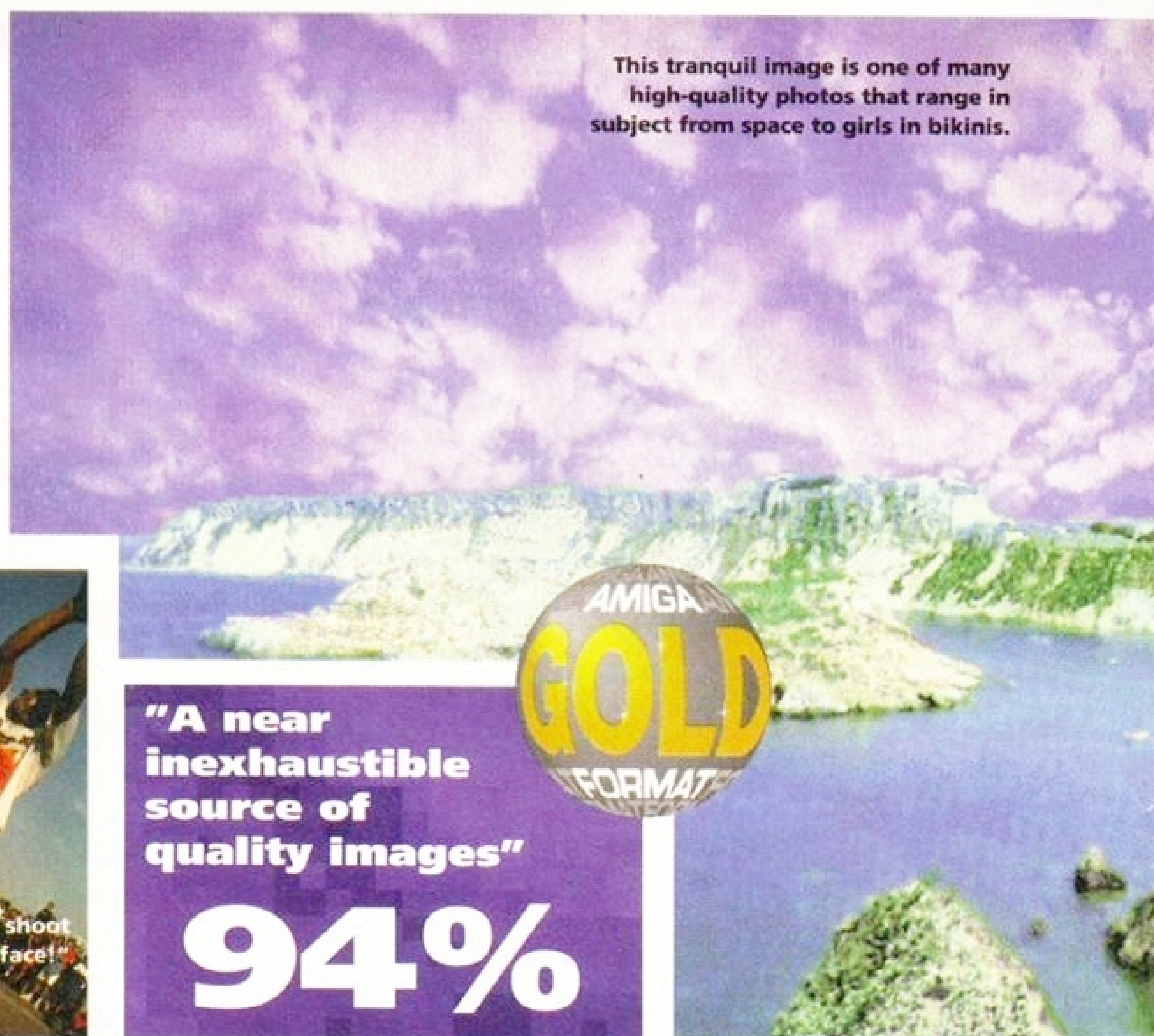
PDSoft ■ 01702 466933 ■ £39.99

Yep that's right, it's yet another graphics-related CD-ROM. However, this one is different; for starters it's *huge* – four full CD-ROMs totalling over 2Gb. It also only contains IFF images, so there is no need to convert them for use with your favourite package. They are stored as a mixture of 24-bit, HAM-8 and 256-colour formats.

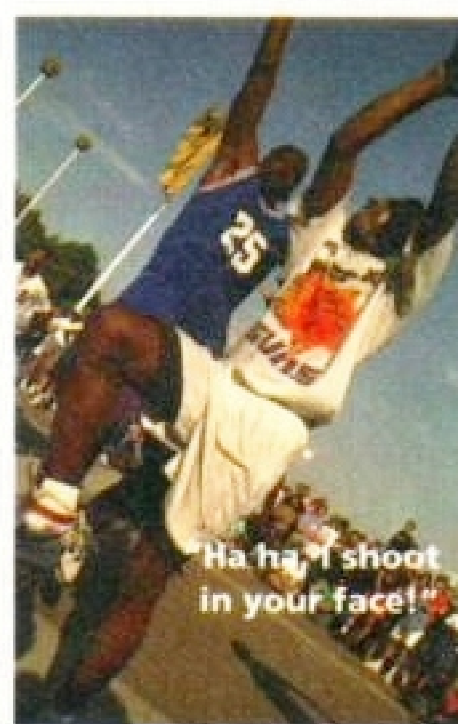
Thankfully, each disk comes with an overview, which acts as an index, with thumbnail images for each picture on that disc. The directories and discs are split alphabetically, so you will find pictures whose names start with A to C on the first disc and so on. The fourth disc is the one that contains the 24-bit images which are all photographs of excellent quality.

The other images are a real mixture in terms of both the subjects they cover and their quality. You'll find fantasy art, several famous paintings, plenty of sci-fi stars, such as Riker, Data and other Star Trek characters, a few cars and more than a *few* scantily-clad women.

Overall, the images are of a high standard and their diversity is incredible. This is a truly useful and nearly inexhaustible source of images.



This tranquil image is one of many high-quality photos that range in subject from space to girls in bikinis.



"Ha ha, I shoot in your face!"

AMIGA GOLD FORMAT

"A near inexhaustible source of quality images"

94%

CD-ROM

Speccy Sensation

Epic Marketing ■ 01793 490988 ■ £14.99

You'll have to excuse me if I become over-emotional during the course of this review – this CD is bound to evoke a great deal of nostalgia and a good many childhood memories. You see, this CD-ROM contains a couple of Spectrum emulators and over 500 vintage games.

The two Amiga emulators are for AGA and non-AGA machines, and there is also a PC directory that contains a PC Spectrum emulator and games, as well as one for the Mac. The Amiga directory also contains several utilities, including networking programs, degraders and virus checkers.

As you might expect from a crop of 500 games, there are plenty of familiar titles. Among the ones you'll certainly recognise are Spy Hunter, Alien8, AirWolf, JetPac, JetMan, TransAM, Centipede, Commando and many more. Although I was disappointed that Yie-ar Kungfu and the Way of the Exploding Fist were not among them. This CD is a God-send for all Spectrum junkies.





Jet Pac and Spy Hunter – just 2 of over 500 Spectrum games on nostalgic CD.

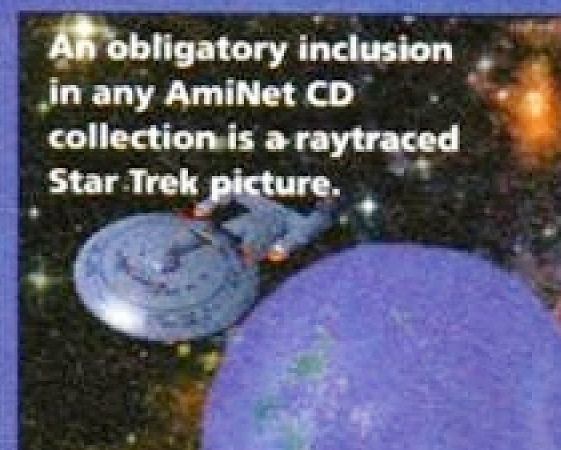
"Spectrum junkies, get your fix now! This is the ultimate in Speccy games."

90%





"Go on, I'll swap 500 of these for one BT share."



An obligatory inclusion in any AmiNet CD collection is a raytraced Star Trek picture.

AMINET 6

PD Soft ■ 01702 466933 ■ £14.99

You may find it hard to believe, but, yes, it really is another AmiNet CD. It follows the format of its predecessors and has directories dedicated to several types of software and files.

By ordinary standards this is a fine collection, but compared with the other AmiNet CDs, *AmiNet 6* is a rather poor specimen – probably because it was brought out so quickly.

81%

Weird Science Multimedia Toolkit 2

Weird Science ■ 0116 234 0682 ■ £29.95

Multimedia may not be quite as popular as it once was, but it is still exciting and useful. *Multimedia Toolkit 2* is a two-disc collection of files and utilities that will be useful for people involved in multimedia production.

The discs are relatively well-organised, although a clearer division could have been made between which discs contain music-related files and which ones contain graphics files. As well as the graphics and music files, there is also a selection of miscellaneous files and programs. One of the most interesting of these is the LightWave guide document which has hot links to a 3D object viewer so that you can see what an object looks like without having to load LightWave.

As far as the 3D stuff goes, there's nothing new – the same old PD objects and textures. However, the images' directory contains some excellent scanned images of just about everything, including mountains, famous people, clouds, water, castles and several real-life textures. There is also a rather dull collection of raytraced images.

The music files are a lot better with plenty of useful files and programs. Taken as a whole, though, this CD is quite useful, but if you're on the look-out for new 3D files, then you'll be disappointed.



Bloke in red suit to bloke in pink: "Hey, that's my face – give it back!".

There are plenty of pictures on these CDs, but most of the best ones are of landscapes.

"Although it contains some nice images, there's not much else"

82%

Round-up

Hottest 5

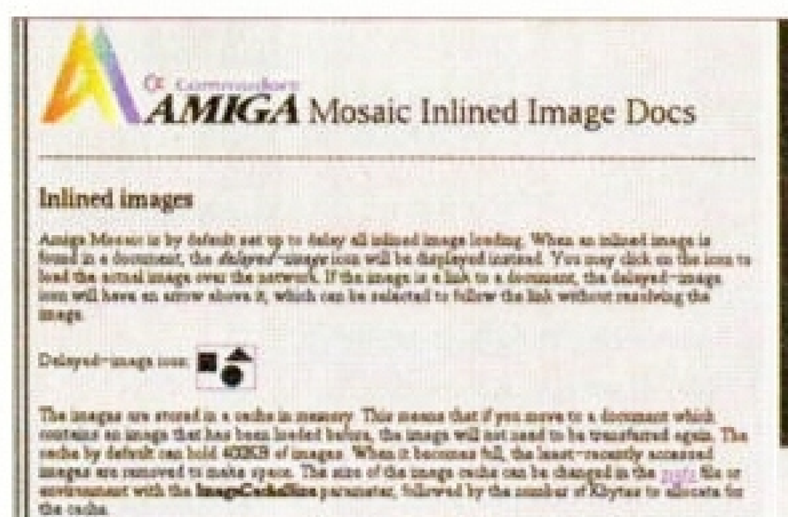
PD Soft ■ 01702 466933 ■ £19.99

It's been a while since we've had any good ol' straightforward PD-library-on-CD collections, which makes PD Soft's *Hottest 5* a welcome change. It is an update of PD Soft's extensive PD library.

The best thing about this collection, as with most PD library discs, is the diversity of its contents. You've got megademos, Comms software, utilities, music-modules, samples, animations, 3D objects and disk magazines all on one disc. The files are mainly organised into the disks they were in the library and are stored as either DMS or LHA archives. Plenty of the tools can be used to copy and extract files.

It's a fine collection that contains something for everyone and is well put together.

Yiiieeeeeaaaaaaarrrrrrggggghhhhhh! These comic book characters have surprisingly large vocabularies – especially when they are in pain like this poor fellow.



Commodore AMIGA Mosaic Inlined Image Docs

Inlined images

Delayed-image icon:

The essential Web-goers tool – AMosaic.

"This collection of files has something for just about everyone."

89%



The *AMUC 3* double-CD has an excellent range of artwork, both dream-like and silly.

AMIGA GOLD FORMAT

THE AMUC CD 3

PD Soft ■ 01702 466933 ■ £19.99

The AMUC (Amiga Users of Calgary) is one the biggest Amiga user groups around and every once in a while the members hold conferences and release top-notch CD-ROMs. *AMUC 3* is just such an effort; not only does it contain tons of useful archives (two full CDs), it also has a rather juicy MUI-based front end, which can be used to search for files by subject, provide descriptions of the contents and move them to another drive.

This really is the best of both worlds – a front end that makes finding what you want a pleasure and great contents.

92%

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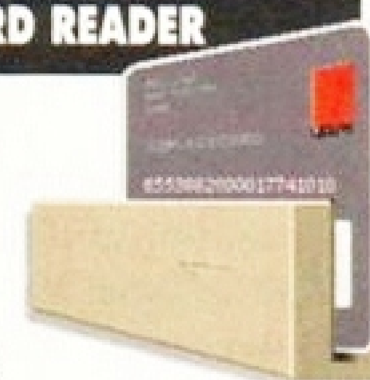
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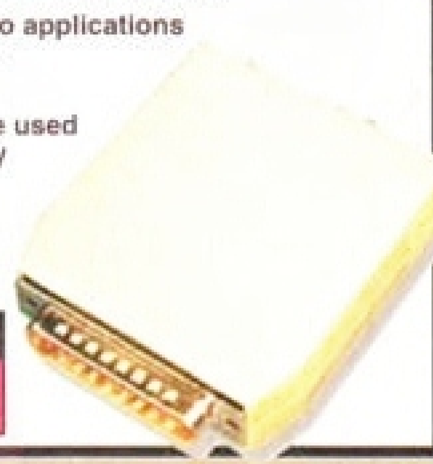


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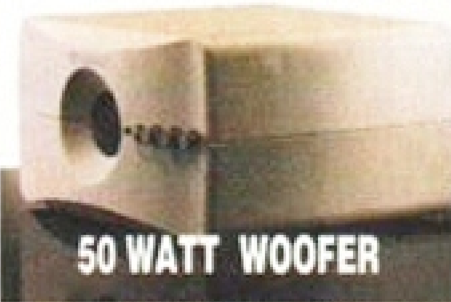
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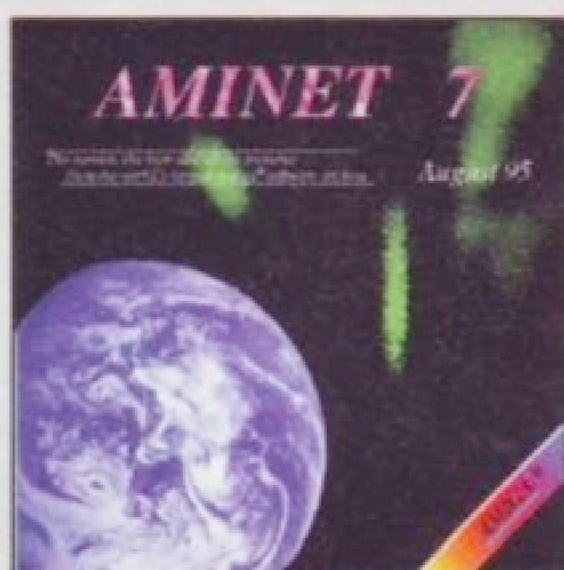
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Aminet 7

Aminet CD 7, dated August 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 6 more than 540 MB new software has appeared. The current edition has a special focus on images, more than 10000 images from Aminet were included. User friendly access software makes the Aminet CD 7 a pleasure to use. £14.95

Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95

CD-Write

What!?! You still can't write to your CDs!? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95

FreshFish 10

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95

CHIARI OFFICE · 1995

CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95

FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95

Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95

GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95

LIGHT ROM 2

The LIGHT ROM 2 CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave rela- ted text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95

da capo

The da capo CD-ROM is a source for high-quality music, both for listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules. Many modules and samples are exclusively to da capo. Included are more than 1400 of the best available modules and 2000 high-qualioty samples. £27.95

Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95

Meeting Pearls Vol. II

The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data - 15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95

The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £29.95

Texture Gallery

Texture Gallery is a 2 CD-ROM set containing over 1.3 gigabytes of textures designed for graphic artists. Included are hundreds of 24 bit textures in several different formats, including IFF, TARGA, JPEG, PICT, SGI, and TIFF. These textures are perfect for use with 3D programs like LightWave 3D and can be used to create bump maps. All of the textures are represented in thumbnails renderings for easy previewing. £44.95

All products are available in your local Amiga-shop or through national mail-order-companies

SCHATZTRUHE

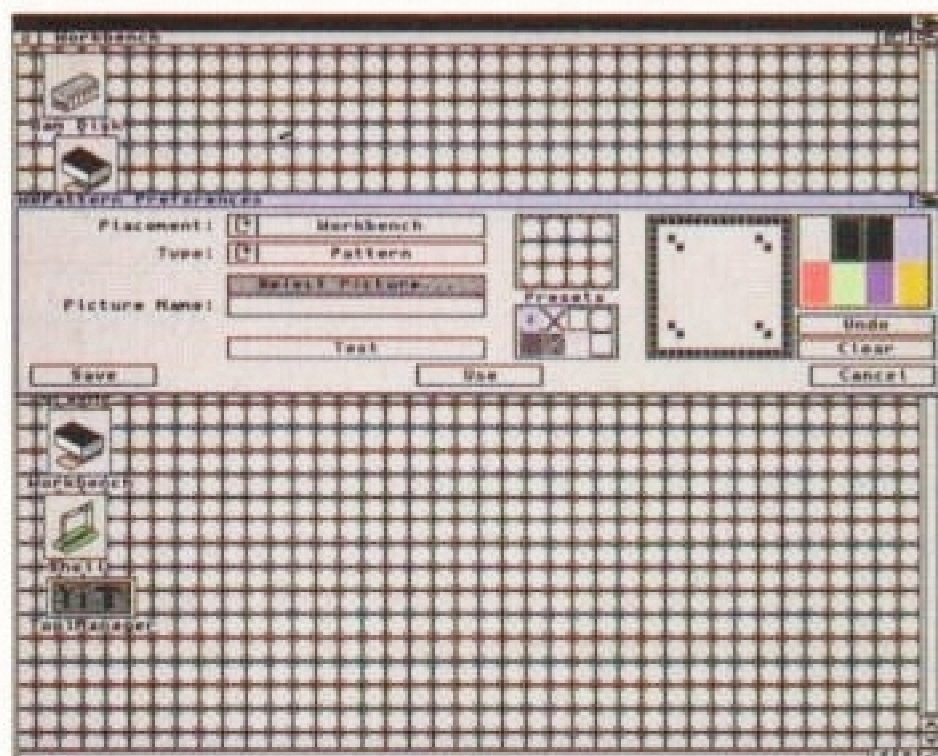
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Workbench

Graeme Sandiford may not be able to help you with the meaning of life, but he sure knows his Amiga and is the man to turn to with your Amiga problems. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



Most preferences, including system ones, are stored in the directories ENVARC: and ENV:.

SAVING THE CHANGES

When I try to change the screen mode, through the preferences file, everything is fine when I click on the use button. But if I try to save the change, I get the message:

Error accessing file
ENVARC: Sys/screenmode.prefs,
Object not found

I get the same problem if I try to change other things, such as the language (setmap).

My monitor is a Microvitec.

W.J.Hill
Taunton, Somerset

It's a shame you didn't provide more information about your machine, such as whether it has a hard drive or not and, if so, what kind. Also, have you had this problem for some time, or has it just started?

Nevertheless, the most likely source of your woes is probably lurking in your startup-sequence. Whenever you change any of your preferences, such as WBpattern or Printer, any permanent changes you make are stored in the ENVARC: (Environment Archive) directory. This directory and ENV: is also used by a lot of programs to store their preferences.

The actual "physical" location of this directory is SYS:Prefs/Env-Archive, the contents of which are usually copied to RAM: at Startup. The startup-sequence assigns this directory so that it is recognised as a volume – just like a floppy or hard disk. I suspect that this has not been done. To find out, open a Shell window and type:

```
ENVARC:
```

If the drive has been assigned correctly you should be taken to that directory; if not, you'll be asked to insert ENVARC in any drive. If this last is the case, then you will need to repair the startup-sequence. The easiest way of doing this is to replace it with the one from your original Workbench disk.

To do that, just copy it from your Workbench floppy to your hard disk (if you're using one) by selecting Show All from the window menu from Workbench and "drag and drop" the Startup-sequence in the floppy's S: directory to the S: directory of the hard drive partition you boot from.

If you are working on a floppy-based system, then you simply need to make another copy of your original – *please* tell me you are not working from your original.

EXPANDING THE GREAT

I've just bought a wonderful A1200 and wish to expand it. I therefore have a few questions:

1) In the review of the HiQ Power Station, you say that it can be used with a Squirrel SCSI Interface, or any SCSI-equipped Amiga.

Is it, therefore, true that it can be used with the SCSI-II module for the Blizzard A1230-III 50MHz accelerator? I ask because I might buy the Aura sampler that uses the PCMCIA slot.

2) If this is the case, how would it be done (where would the SCSI cable go)?

3) Also, would I get better transfer rates than with the Squirrel when using, for example, a SCSI (or SCSI-II) hard drive?

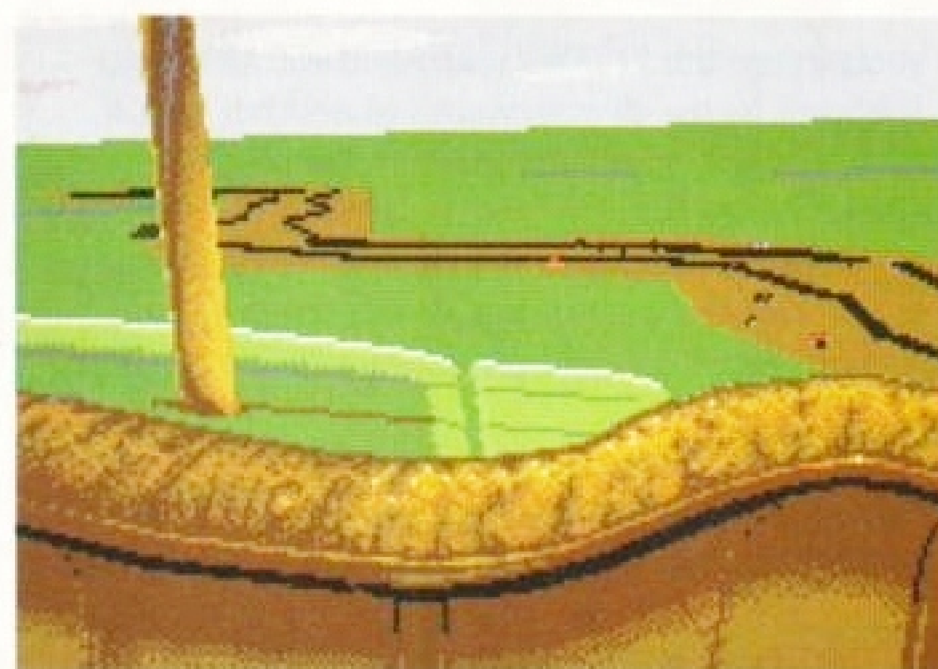
4) Would the transfer rates be affected by a long cable, or would there be a chance that some of the data may go *missing*, as with a long IDE cable (as stated in the Ramiga Z5 review)?

5) And, finally, are *Knights Of The Sky*, *Stunt Car Racer* and *Lotus 2* compatible with the 1200? I'm thinking of buying *The Serial Killers* pack from the *Amiga Format* offers.

Stephen Brooking
Sherborne, Dorset

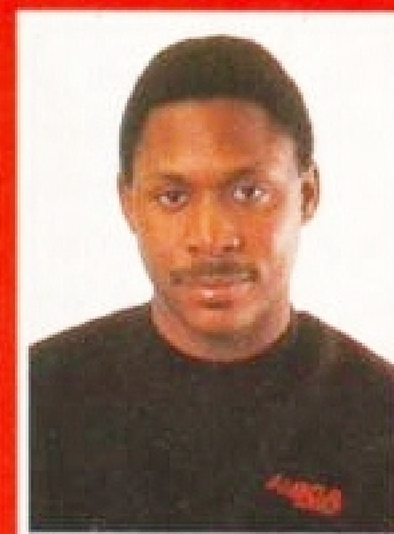
I too have been expanding my home machine – extra memory, a 2Gb drive and a CD-ROM drive. It's certainly difficult to decide on an

Continued overleaf ➡



Most of the games in the *Serial Killers* pack will work with a standard A1200.

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer:
____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer:
____

Hard disk: ________ Mb as DH________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer
____

Details of other hardware:
____

upgrade path; in fact, we'll be doing a feature on upgrading A1200s in the near future.

1) Indeed you can! The HiQ systems can be used with *any* SCSI Interface and the Blizzard III Interfaces have just become available.

2) The A1200 has all the ports and sockets you would expect at the rear, such as the parallel, monitor and serial ones. However, located at the right-hand side of the machine you'll find a blank panel and this is where the SCSI cable will go out of the A1200.

The Blizzard SCSI port can be screwed in to position and the cable passed through the casing to the accelerator's SCSI Interface. At the other, the cable plugs straight into the rear of the PC housing.

3) Although I've got the Blizzard module on my machine I've not run any comparison benchmarks. However, the Blizzard is sure to be faster; at least 12 times faster, probably, since the Squirrel uses the 16-bit PCMCIA Interface.

4) SCSI cables can be of greater lengths than IDE ones without losing data – Nick Veitch sits opposite me and his is huge. It's very unlikely that you'll ever need to make a cable long enough to cause a problem.

5) I've checked with the games guys, Steve and Steve – they say that *Knights of the Sky* and *Stunt Car Racer* should work fine with a standard A1200. Although, there is no *guarantee* that they will work with the Blizzard accelerators and chances are *Lotus 2* may not not work.

SILKY SMOOTH SPEED

I am thinking of buying an accelerator for my Amiga 1200 and I am somewhat confused as to the various models on offer.

What I want is a board that will run my 1200 at 40-50MHz, so that *TFX* will run silky smooth, as *Amiga Format* put it, while allowing me to add more memory as and when required. But I am confused because some boards say they are bare with a provision for a 40MHz FPU and



***TFX* might run "silky smooth" with a 030 accelerator, but is this reason enough to spend £300+?**

RAM, but is it true that an FPU is only beneficial when used with ray-tracers etc.?

I am also thinking of buying a SCSI CD-ROM or the Zappo CD-ROM drive. Will the board I buy work with these devices, because I am aware that some boards cause problems with the PCMCIA slot.

Think of your answer as though you were going to buy this kit for your A1200. What would you buy? In terms of an accelerator board with provisions for SIMMs and a compatible CD-ROM drive (dual speed for now). I will be adding 4Mb, 72-pin SIMMS to a board with bare RAM sockets myself.

I have a Standard A1200 with a soon-to-be-replaced 3.5" 40Mb hard drive.

Andrew Frodsham
frodo@zepher.demon.co.uk

Funny you should mention giving advice as if it was my own decision. From my previous answer, you'll notice that I've gone for the Blizzard III.

However, this is the decision I've made to meet *my* needs – these may not necessarily be the same as yours.

I've added 16Mb RAM and a large SCSI hard disk to enable me to use programs like LightWave, Real 3D and ImageFX effectively.

The Blizzard board, the one I used for the *TFX* review, is my first choice because it is stonkingly fast and well-built. An FPU is used for processing floating point calculations, which are used by programs other than ray-tracers.

However, buying an accelerator is a little extravagant for just playing games. If you want to find out more about buying accelerators, have a look at the example on page 120.

DIY TOWER?

I refer to your article in *AF*72 "HiQ Powerstation". I would like to assemble a system for my Amiga 1200. I intend to purchase a mini tower and Squirrel SCSI Interface and, at a later date, an internal fitting CD-ROM drive and hard drive disk.

Would you, please, advise me on which plugs, leads and supplies would be required.

Alan Fairlamb
Warrington

No, I won't tell you what you need to create the same system as the HiQ units. Not because I think it would be morally wrong, but because I can't stand the idea of you trying to re-wire your power-lead and blowing up your A1200.



The Powerstation from HiQ is a great innovation, but trying to create your own can be very dangerous.

GET HYPER

AMIGAGUIDE GUIDANCE

I own an Amiga 1200, two external disk drives, a 250Mb hard drive and an HP 550 printer.

I recently started using the AmigaGuide language that comes with Workbench 3.0 and have a few questions to ask you:

1) How can I load a picture/sound file from within an AmigaGuide document (without a requester appearing) and then return to the document (with a keypress or mouse click)?

2) Can I increase the screen size of the Amiga-guide screen when viewing a guide without changing the Workbench screen size?

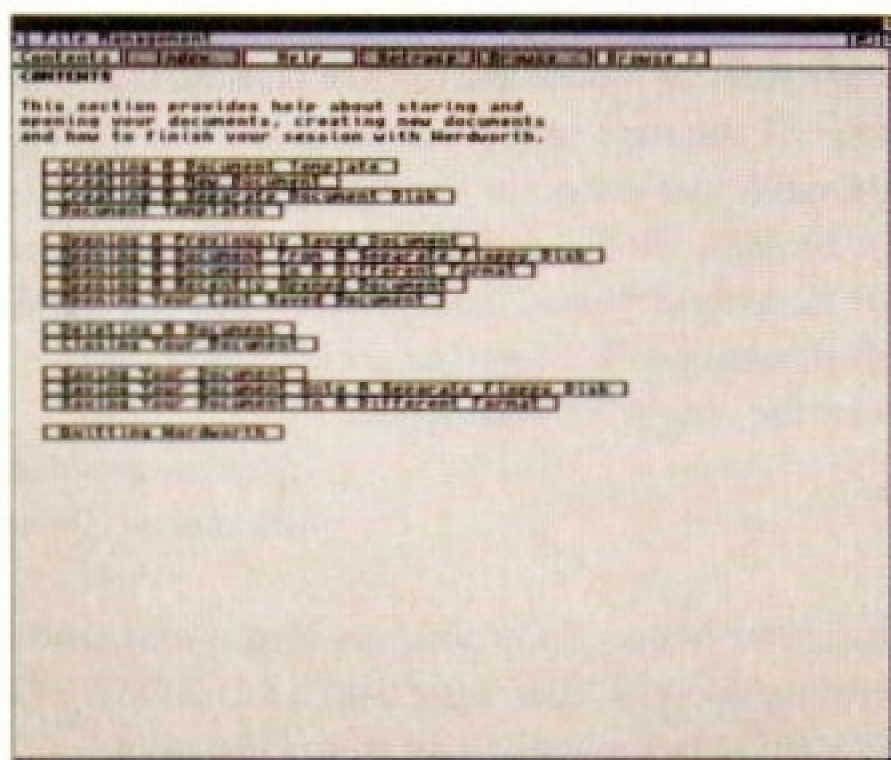
3) Will *Amiga Format* be running any tutorials on how to programme AmigaGuides any time in the near future? If not, can you print a list of the commands that AmigaGuide documents support?

Barry Tew
Northampton

Well Barry, you must have a fair understanding of how the AmigaGuide hypertext language works if you got as far as linking to pictures.

1) The Link command is all well and good when it comes to creating nodes that display text, but, as you correctly pointed out, it can be a real pain when Multiview brings up a requester asking you for the file.

There is a way round this irritating limitation,



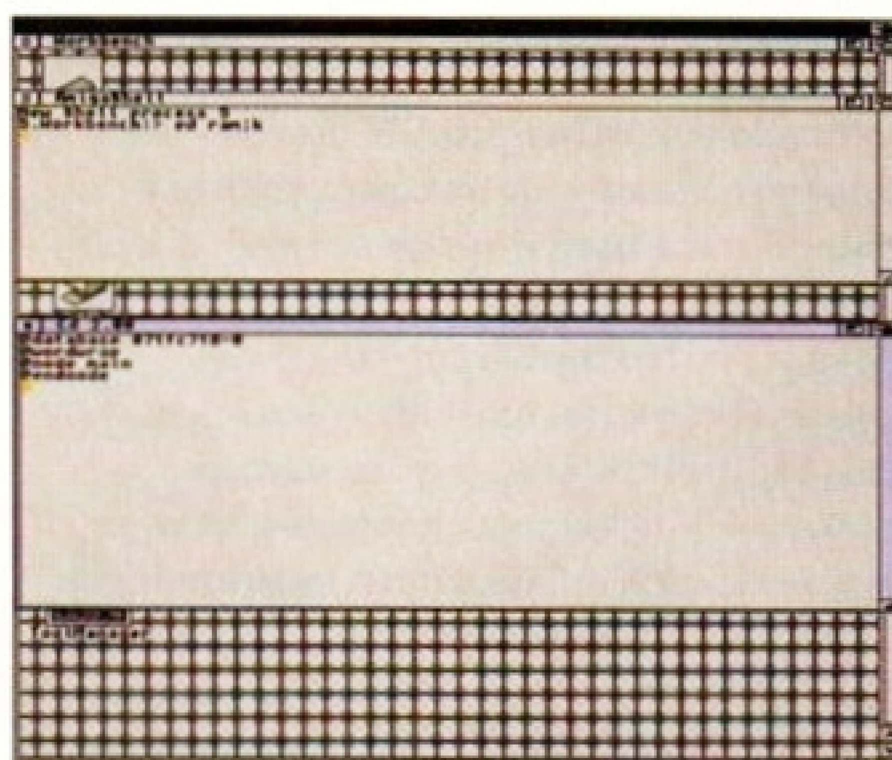
The AmigaGuide document format is both powerful and easy to use.

you can use the SYSTEM command within a node followed by the directory path of another viewer, such as ViewTek, and the path to the file you want displayed.

This is just same as with executing CLI programs so you can also use any arguments the program accepts. Here's an example of how this can be used in a document:

```
Click here to show a picture @{"Show" System
"c:viewtek Data:pictures/babe.Targa datatypes"}
```

2) I'm afraid the only way that I know of, thanks to Commodore's poor documentation for this



You'll need a text editor, not a word processor, to create AmigaGuides that avoid hard returns.

tool, to change the screenmode used by AmigaGuide or Multiview is to execute the program from Shell with a screen argument.

Unfortunately this simply generates a clone of the Workbench screen – sorry. If anyone has come across a command that does this, then drop me a line; I'd like to know if it can be done.

3) I'm afraid we don't really have enough room in the Workbench section to do a detailed tutorial on AmigaGuide writing.

However here's a list of commands that we're aware of and a quick explanation of the fundamentals of creating Guide documents for anybody else who's interested:

HiQ have had a few people contacting them after having had the same bright idea and being left with a rather small and slightly charred snowboard instead of an A1200. There are loads of wires to be connected and if you get just *one* wrong, you'll toast your machine the next time you turn it on.

INTERNET ENTERTAINMENT

I have a standard A1200 to which I recently added a new 85Mb IDE Quantum hard drive from Siren, which I am delighted with. However, now I have the drive, I badly want to get on the Internet.

I bought Davey Winder's excellent *Internet, Modems and the Whole Comms Thing*, but the book leaves some questions unanswered:

1) What do you consider the best value-for-money 14400 modem? I am thinking of buying the X-Link or the Speedcom, since I've heard that the cheaper Supra have chip problems.

2) I think I need a graphical Web browser if I want to get Web pages that look like your FutureNet adverts. How do I get AMosaic and will it run on an unexpanded A1200? If not, what is the minimum system expansion you recommend? Would that need a beefier power supply? (Funds are limited.)

3) All the Net software Davey mentions are CLI-based. Has any good mouse-operated stuff been written since his book was published?

M. Ballard
Arlesey, Beds

1) Hmm, I haven't had any problems with the Supra modems, but the Speedcom is not a bad little number.

2) AMosaic will run on an unexpanded A1200, but not to its full potential. You'll soon find yourself out of memory when visiting image-intensive sites.

A 4Mb RAM expansion should be more than enough and should speed up your machine considerably. This won't require a more powerful PSU either.



AMosaic is an ideal package for visiting Websites. To get the best out of it, you need at least 2Mb of RAM.

To get hold of AMosaic, you should try calling OnLine PD on Voice: 01704 834335 and BBS: 01704 834583.

3) GUI-equipped Internet tools that I've come across recently are: the GRN newsreader, the ELM E-mail tool and a GUI version of Finger. Again, try OnLine PD for these and other comms software.

ABSOLUTE BEGINNER

I am writing to ask you if you can answer what is probably a very simple problem.

I have an Amiga 500 with, according to SysInfo, a 1Mb ECS Fat Agnus and a standard Denise chip, and it says:

Kickstart (512K) V37.175

What does this mean?

It has a Kickstart 2.04 chip in it (I put it in) and I have Workbench 2.04. It also has a 512K memory board fitted in the trapdoor. The board is made by Trilogic and it has a sticker on it saying it was tested on 21.12.90. (I only bought the Amiga 8 months ago after seeing my mate's 600. I used to have an ST – crap.)

Is my Amiga 1Mb? A lot of disks say that they will run with 1Mb, but they don't seem to run on my system.

Do I need an ECS Denise chip, or a different memory board? What is the difference between Fast RAM and chip RAM?

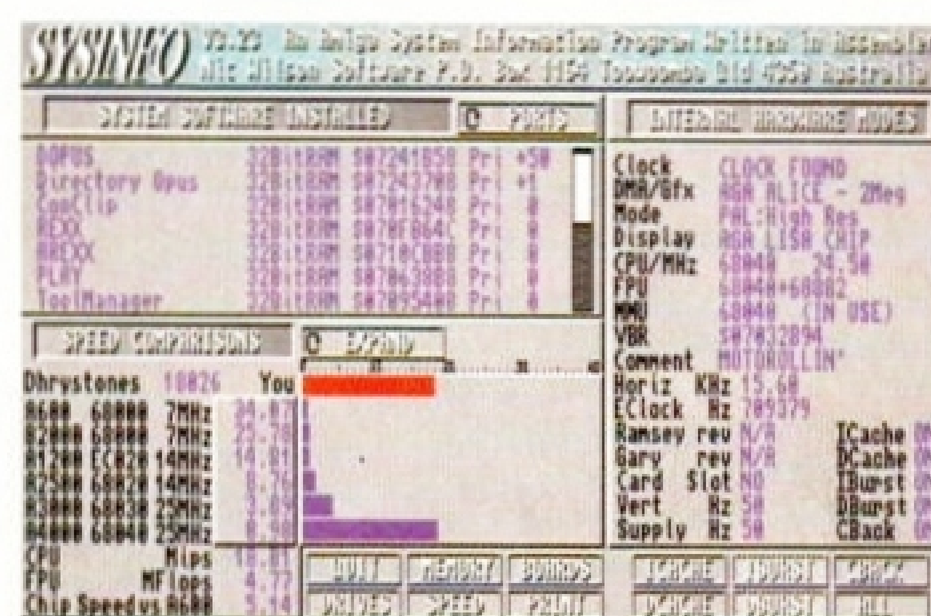
You have probably already guessed that I am a complete novice with the Amiga.

Richard Walker
York

Congratulations on switching to a superior computer system. First off, Kicksart V37.175 is simply the version of Kickstart you are using, which, as you correctly believe, is 2.04. You also have 1Mb of RAM – this should mean that most programs that require Workbench 2 or above and 1Mb to run should work on your machine.

However, your 1Mb of memory is chip RAM rather than a combination of 512K chip and 512K Fast. The difference between chip and Fast RAM is that chip RAM is used to display images, whereas Fast memory is used to store general data. The addition of Fast memory also speeds up your machine, hence the name.

The only time that you may encounter games or programs that don't work is if they require Fast RAM. Thankfully, this shouldn't be too many, although older programs and games are the most likely to cause problems.



Programs like SysInfo can tell you a great deal about your machine. Just like me...

MAKING AN AMIGAGUIDE DOCUMENT

AmigaGuide documents contain hyperlinks which enable the person viewing the document to jump from one page of a document to another, these pages along with the links they contain are called nodes. The basic structure for a document is as follows:

```
@Database
@Wordwrap
@Node Main
```

The buttons below will take you to different pages in this document

```
1. @{"First Link" Link Node_1
2. @{"Second Link" Link Node_2
@Endnode
```

As long as you follow this template, followed by more nodes of course, you should have all the fundamentals for your own document.

The first line tells Multiview what kind of document it's going to be. The second activates the word-wrapping function. Line three identifies the main node. Lines four and five are just text and will appear as such. Six and seven are the initial links which will take the reader to the node of his or her choice. The final line simply ends the node.

AMIGAGUIDE COMMANDS

COMMAND	FUNCTION
@database	Tells Multiview what type of document this is.
@wordwrap	Activates automatic word-wrapping so that lines of text wrap round at the edge of the screen.
@main	The opening page – the page that Multiview displays first when loaded.
@Help name	Defines the name of the help node for the document.
@Index name	Defines the name of the node to be used as an index.
@Title Name	The title that is to be displayed in the node's window.
@{"button" Link name}	Creates an embedded link to another page.
@node	Defines the start of a node (another page of the document).
@endnode	Defines the end of a node.
@{b}	Gives text a bold styling attribute.
@{ub}	Turns bold off.
@{i}	Makes text italic.
@{ui}	Turns italics off.
@{u}	Makes text underlined.
@{uu}	Turns underlining off.

Example Accelerator Board AD

"Honest" Sandiford's Mail Order hardware stockists ● 01225 442244 (Tuesdays)

1220

1 Invest in one of our high-quality 1220 accelerator boards and nearly triple the speed of your Amiga.

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6 Kickstart re-mapping loads the Amiga Kickstart to RAM thereby speeding up the machine's operation even more.

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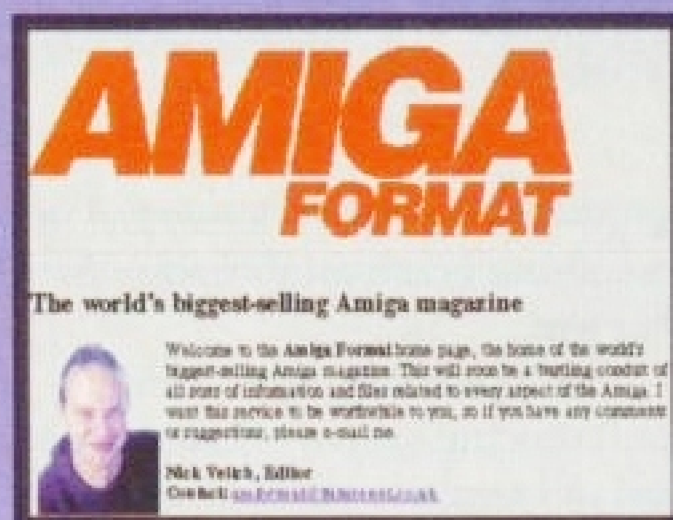
● Battery-backed clock.

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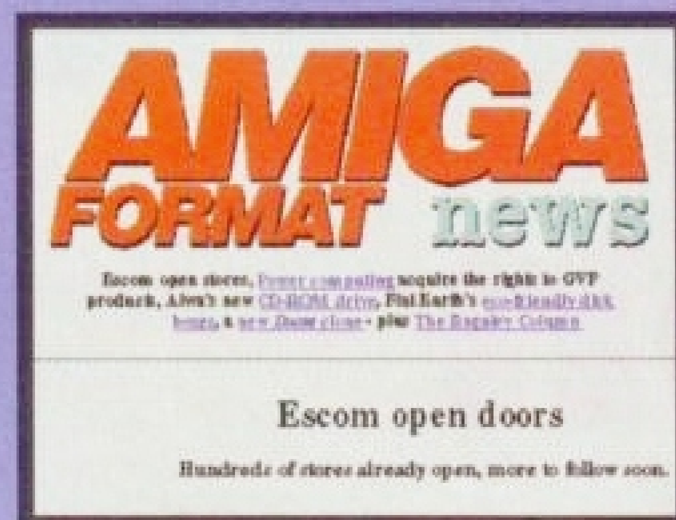
6 ● Optional Kickstart re-mapping.

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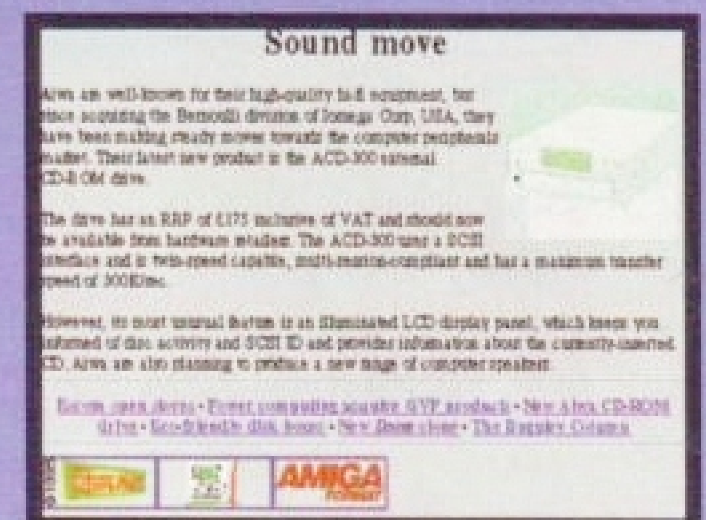
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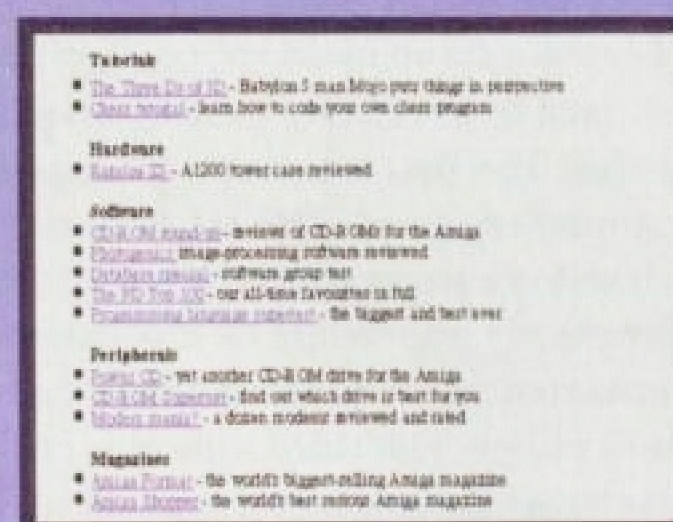


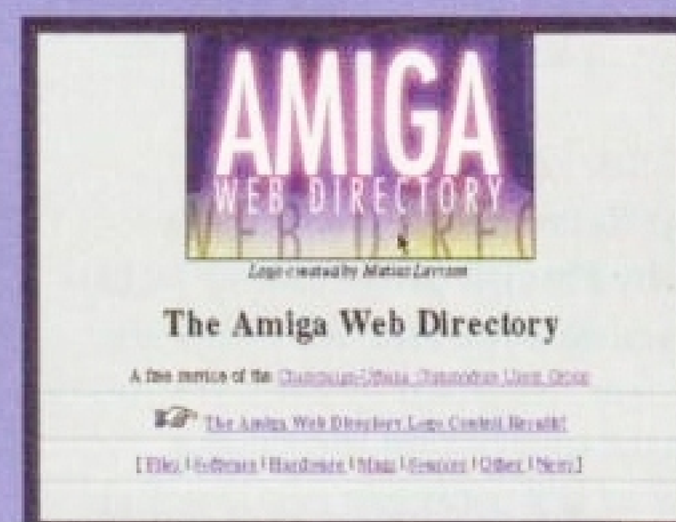
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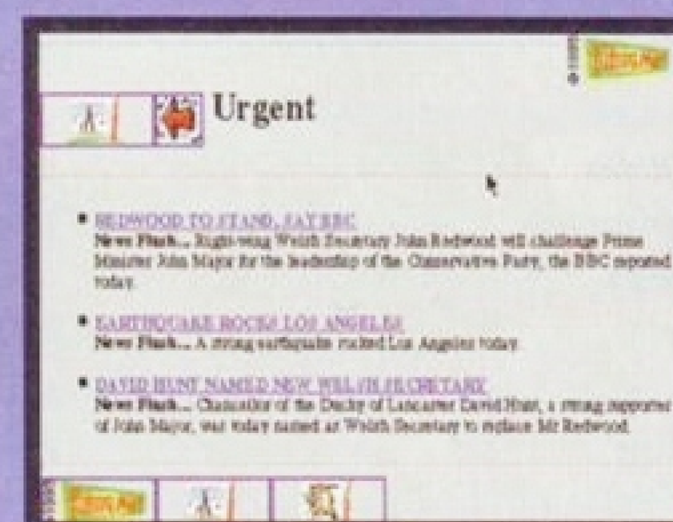
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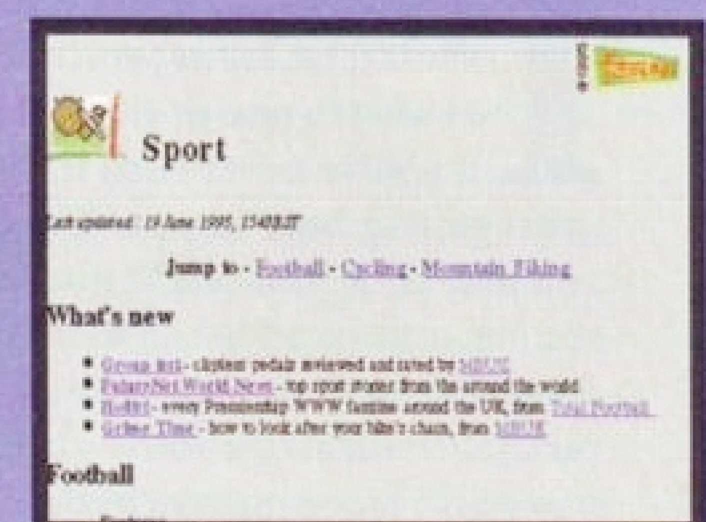

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Amiga.net

Natter on the net

Having graced you with a few tips on setting your Amiga up for email, Darren Irvine strides briskly on into the only partially civilised world of IRC

E-mail us on...
amformat@futurenet.co.uk
Please make sure you mark the relevant subject in the subject line (Letters to the Editor, Workbench, Backstage etc.).

In some ways, I don't think I should be telling you about IRC at all. It's one of those things that if you've never used it, there's no great gaping hole in your life. But when you first try it, you might just find that you become as addicted to it as any drug user to their recreational pharmaceutical of choice – becoming more and more entrenched in a downward spiral of longer and longer chatting sessions with more and more obscure Finnish people, ultimately leading to higher and higher phone bills, an increasingly hermit-like existence and the ostracism of your peers. OK, so maybe I've been exaggerating a bit – it's not *quite* as addictive as actual drugs.

What is it then?

Internet Relay Chat was originally written by Finnish programmer Jarkko Oikarinen in 1988 and the Finns are still all over the place on IRC. It's full of Americans too, but an increasing number of UK users are making their presence felt.

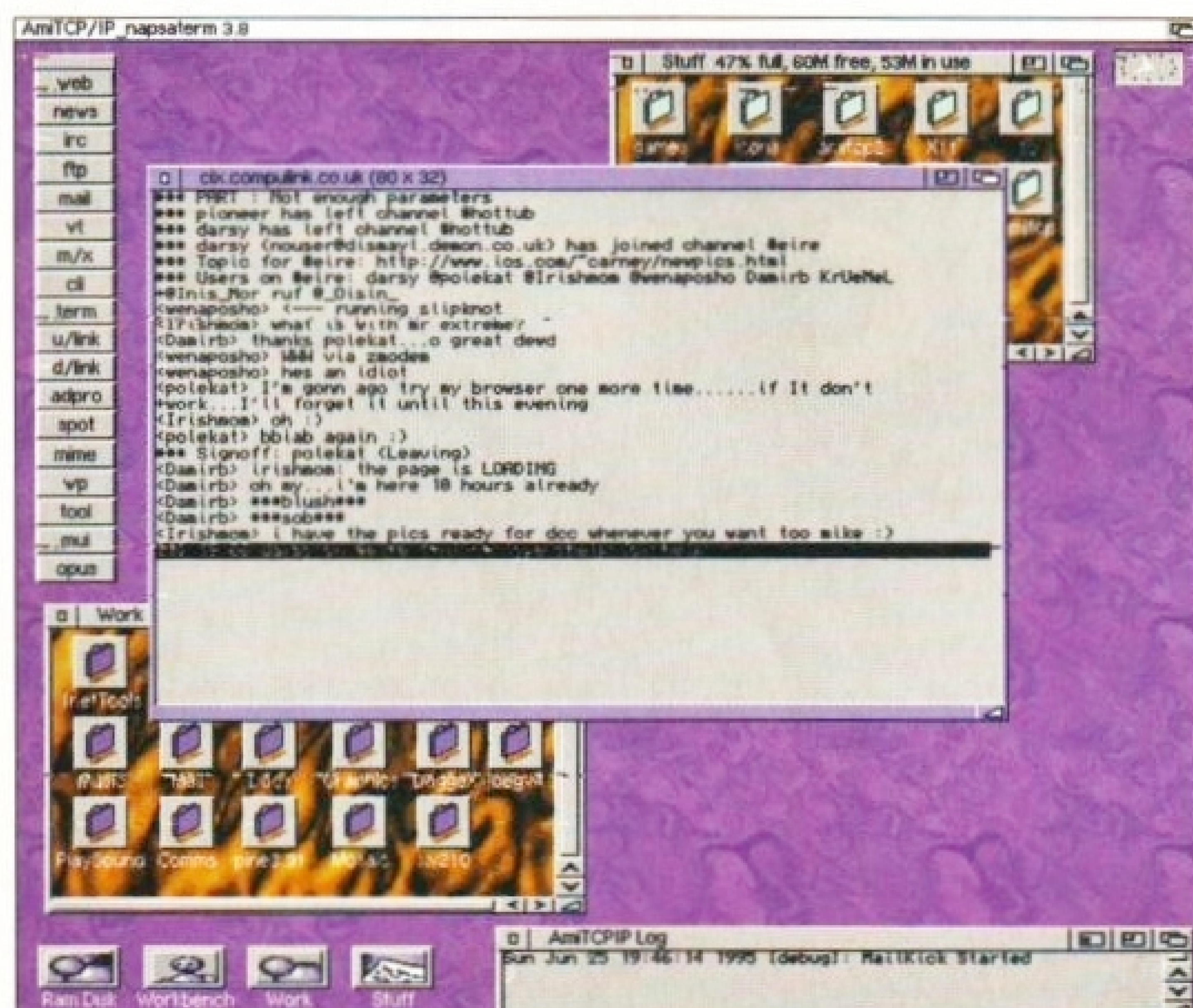
Jarkko originally invented IRC to be a replacement for the Unix "Talk" command, but it has developed into something much more useful than Talk ever was.

IRC is basically a real-time conferencing system, allowing Internet users all over the world to meet in discussion areas known as "channels", and hold a conversation amongst themselves as if they were all in the same room, rather than connected to diverse computer systems anywhere on the planet.

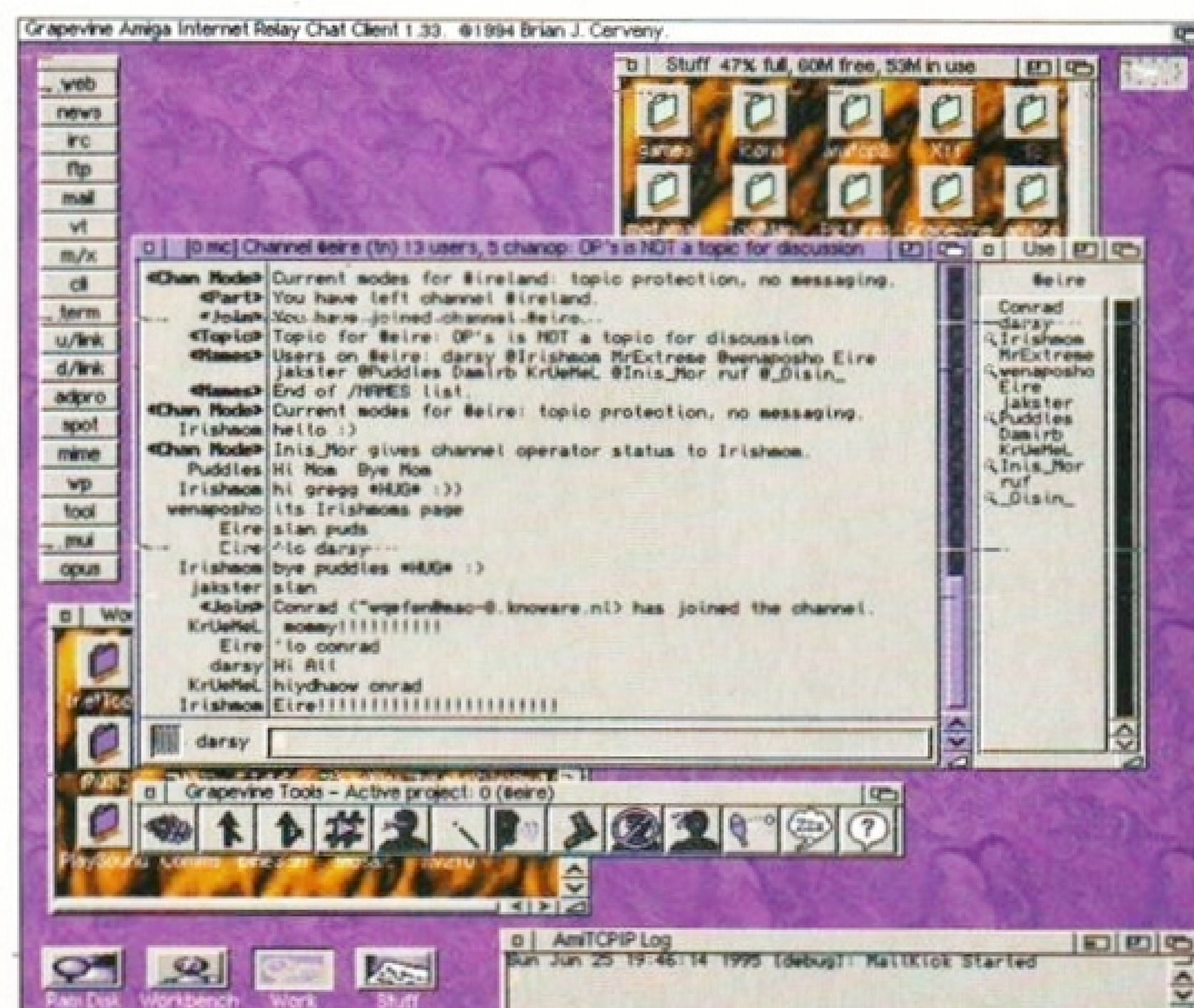
IRC uses a client-server model of operation, where individual users run "client" software on their computers, which communicates with an IRC "server" program running on a system anywhere on the net. The servers handle the routing of messages from one client to another.

Setting your Amiga up for IRC

There are three main routes that you can take to get IRC operating on your Amiga. The first is extremely simple, but not very good. The second rates somewhere between pretty tricky and completely impossible on the ease-of-implementation scale, and isn't very good either. The third option is fairly easy to set up and is truly excellent. I'll leave it as an exercise for the reader to work out which one I have running on my system.



Telneting to a public access IRC site is certainly the easiest way to get started, but is lacking a bit in the user-friendliness department.



Using Grapevine makes IRC so addictively enjoyable that you'll run up four-figure phone bills before you know it.



Grapevine users don't even have to remember actual IRC commands, because a toolbar does most of the things you need.

For the sake of completeness, I'll cover all three options, but, really, if you don't find yourself preferring option 3, I'd consider a few weeks at a health farm, or, preferably, an intensive personality-reorganisation program.

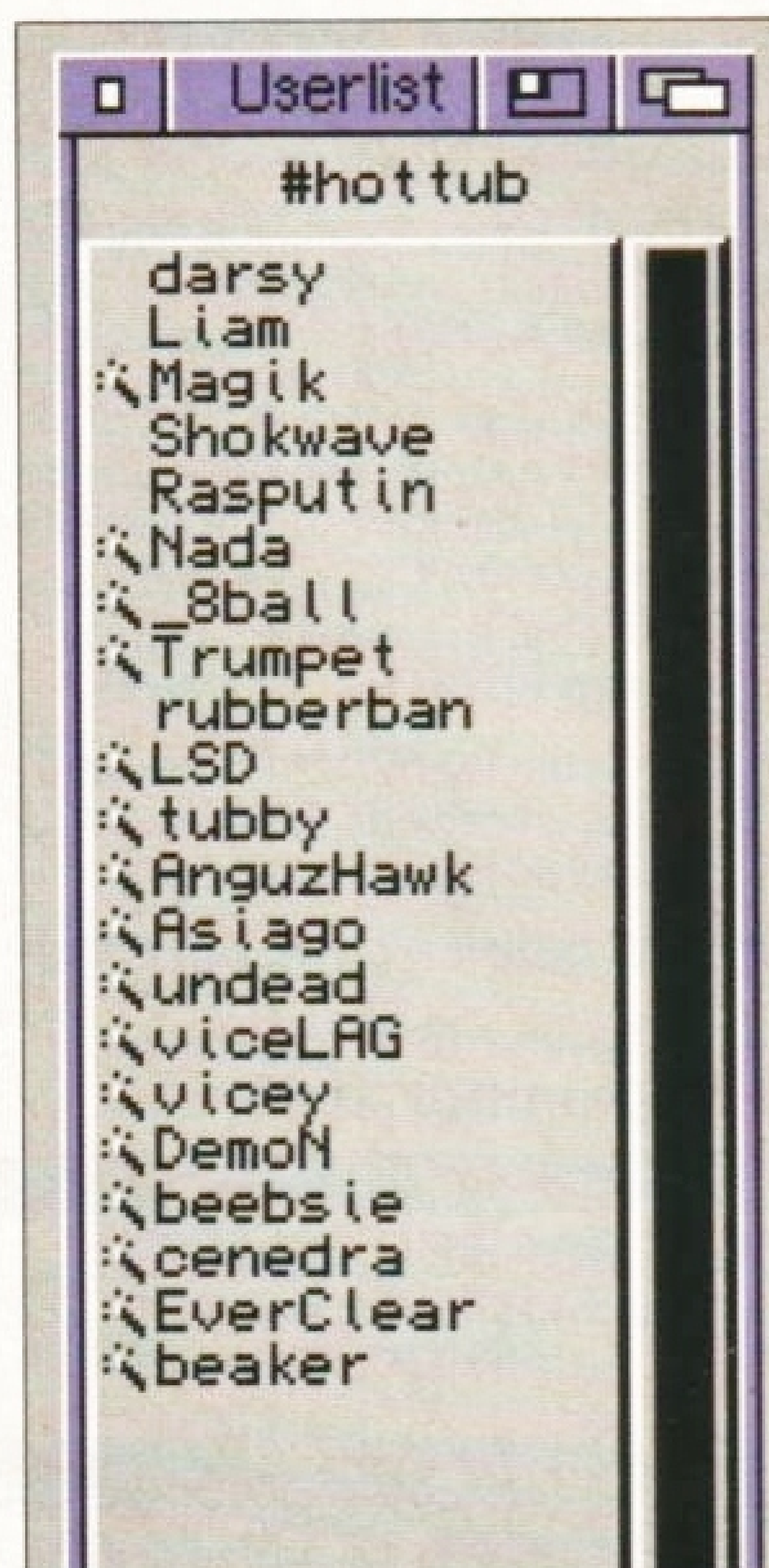
OPTION 1

The first option is to use telnet to connect to a publicly accessible IRC server – this is a machine that has client software running on it, as well as the actual IRC server. Using this method of accessing IRC is as simple as connecting to a suitable server; log in (usually as "IRC", so no surprise there then) and, basically, that's it. This is probably a good way to get started with IRC, since you can see whether or not you like it without having to set up any software on your machine. Also, you can use this method to IRC from non-TCP/IP systems, like CIX, CompuServe and Delphi. However, the user interface looks and feels extremely dated and, let's face it, if you wanted to use a system like this you'd have bought a PC.

OPTION 2

The next option to consider is a system called Irchat which runs as a client script on top of the GNUEmacs editor, available from Aminet. To get this system up and running, you'll need to spend a fair amount of time getting the Emacs system going first.

I really wouldn't bother if I were you, since this method of accessing IRC really isn't much better than the Telnet one and is several orders of magnitude more difficult to get working. Also, if you really wanted to use a system like this, you'd be running a Unix system.



Grapevine also has a constant user list window, so you're never in any doubt as to whom is on your current channel.

WHERE TO GET IRC CLIENT SOFTWARE

As usual with Amiga-related software, the place to get hold of it is Aminet. Use anonymous ftp to one of the following sites:

src.doc.ic.ac.uk **wuarchive.wustl.edu**

The archive names that you require are:

Irchat	-	/pub/aminet/comm/tcp/irchat24.lha
Grapevine	-	/pub/aminet/comm/net/grapevine.lha

OPTION 3

The only *really* sensible option for any self-respecting Amiga owner is to use a great IRC program called Grapevine. This is no dated Unix port, but an Amiga program with *proper* Amiga controls and the whole works. Installing is little more than extracting the archive and copying a supplied library to LIBS:. You also have to add an environment-variable definition to s:user-startup, but, hey, you can work an Editor, can't you?

Once you have installed Grapevine, you'll wonder how users of lesser systems manage to use IRC at all. Operating IRC using a GUI-based system like this is *so* much better than using a text-only system and is, of course, the reason why you have an Amiga rather than a PC or Unix box in the first place.

Getting started

After you have decided on option 3 from the above list, and chosen a publicly accessible server to use, the next thing you're going to want to do is some actual chatting. As I've mentioned, IRC is divided up into different areas called "channels".

Each channel-name consists of a hash "#" and a alphanumeric name, usually (but not always) giving some sort of clue to what sort of things are talked about in a particular channel.

Note that Grapevine automatically puts in the "#" for you when you click on the Join Channel button, but if you are using a text-based system you'll have to type "/JOIN " followed by the channel name, including the "#".

The basic principle of operation of IRC is that anything you type in the text window (that's the small one at the bottom – the larger one at the top is the "message" window) gets echoed to the channel and all other users connected to that channel get to read your words of wisdom. Similarly, you can read the messages typed in by everybody else in your channel.

As well as the actual chatting, IRC has a series of commands that you can use, each one preceded by a forward slash "/" – the example shown above "/JOIN" is one. To get a complete list of available commands, type "/HELP" or click on Grapevine's "Help" button.

To get help on a specific command type "/HELP (command name)". To get started, there are only two commands that you'll need in addition to "/JOIN". The first of these is "/LEAVE" which, fairly obviously, causes you to leave the channel you are on. The other command that will come in handy is "/NAMES", which returns a list of all the channels that are accessible from the server to which you have connected.

Note that this is an *extremely* long list and to cut it down a bit, you might want to specify the "-min" qualifier to restrict the list to channels with a certain number of users. For example:

/NAMES *.* -min 20

The above line will produce a list of all channels that have at least 20 users.

Once you've been chatting a while, you can start experimenting with some of the other commands, but the chatting is the main thing and you shouldn't worry too much if you don't quickly master every obscure IRC command available. Remember, that as with other areas of net usage, such as email and Usenet, netiquette is important – if you go around on IRC acting like an idiot and insulting people, you'll soon get flamed for it.

SAD USENET FACT OF THE MONTH

Although, until recently, I have remained blissfully unaware of its existence, I have unfortunately been forced to find out about the Usenet Commodore Trivia Competition (now staggeringly on its 19th incarnation). With a first prize of "The Amiga/Toaster Reference Manual (worth $34.95)", this is the competition for you if you can answer questions such as the pertinent "On the Commodore 64, what area of memory is swapped when using an REU with RamDOS?", or the incisive "How many LEDs are on the KIM-1". If this sounds like the sort of thing you couldn't do without, check out the hot action in comp.sys.amiga.advocacy.

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OKI ML320/321/380/390/391	3·32	3·17	2·97	2·77
Panasonic KXP1123/1124/1140	3·46	3·31	3·11	2·91
Panasonic KXP1080/1180/90	2·89	2·74	2·54	2·34
Panasonic KXP1524/1540/1624	4·55	4·40	4·20	4·00
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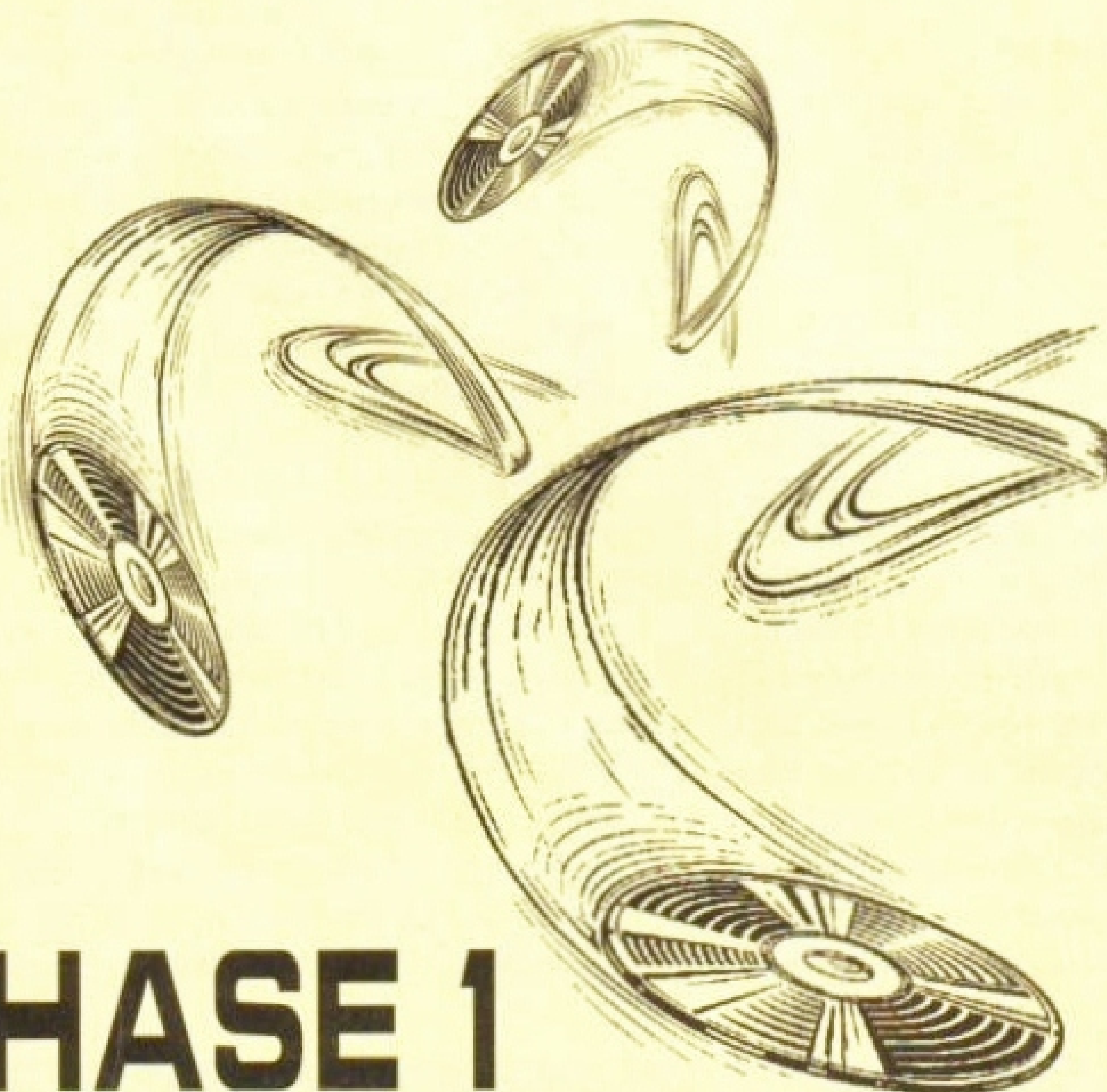


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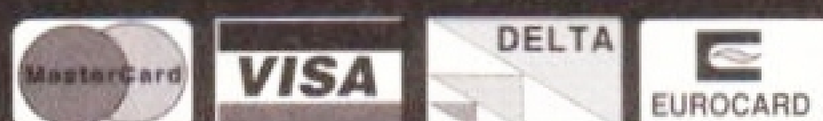
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Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

ANYONE FOR TOAST

Greetings from the USA. How is life over there in England? I am writing to tell you that I sure like your magazine. I like it better than any magazine that we have over here. The magazine "The Amiga World" is no longer being published, by the way.

What format are your Coverdisks in? I have an Amiga 2000, with 5Mb RAM, two 3 1/4 inch drives and one 5 1/2 inch drive, hooked up to an IBM bridge board. I am using a 1.3 system, but I plan to upgrade to 3.1.

I like your Coverdisks – some work and some don't, not because they are bad, but because they are a different format... or something?

On another note, what do you think about the Video Toaster and OpalVision video production programs? Is there anything else you would recommend?

Can you help me out?

Arthur A. Farrington III
Oklahoma, USA

The VideoToaster 2 is the best in NTSC countries; you'll have no problems with it. You would be much better off upgrading to an A4000-based Toaster machine, though.

Some of the disks probably didn't work because you are on 1.3; some because they are AGA-only. It does say on the label when they won't work with particular machines.



Controversy on the pitch, off the pitch and in our letters pages

IT DOESN'T MAKE SENSE

Sensi Software must be congratulated for bringing out the update disk. Although Sensi did something which wasn't quite on. They released the update disk to *The One* and decided not to send it to those who had bought the game and bothered to fill in and return the registration card, but instead make them wait.

Although they said two weeks to me on the phone, it has been over a month and a half now.

Ian Morgans
Wolverhampton, West Midlands

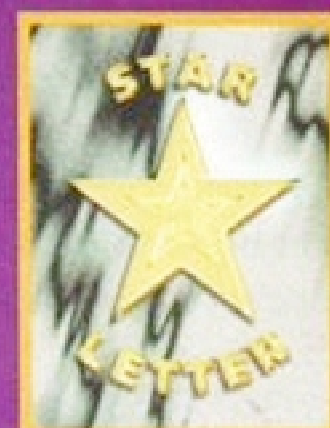
A BIT OF ATTITUDE

I have noticed that in recent months the circulation of *Amiga Format* seems to have declined. I have some suggestions that may or may not counteract this decline. They are:

1) Increase the amount of

Continued overleaf ➡

GUIDING LIGHT



Though not being a PC user, I bought your sister magazine *PC Guide* recently. With floppies, this is only £3.99, but they are, of course, of no use to me.

However, the fiver spent on the one with CDs was well worth the effort. Only one of the two CDs was useful to me. They had the full version of *VistaPro*. The software was, of course, useless, but the extra files, which you do not get with the floppy-based Amiga-version, was worth shelling out for.

It is odd that I have to resort to buying a PC magazine to get upgrades for my serious Amiga software. The new PC magazine was actually mentioned in the July *AF*, but it was never stated that the Amiga users could get a serious upgrade to their version of *VistaPro* – which *does* work, by the way.

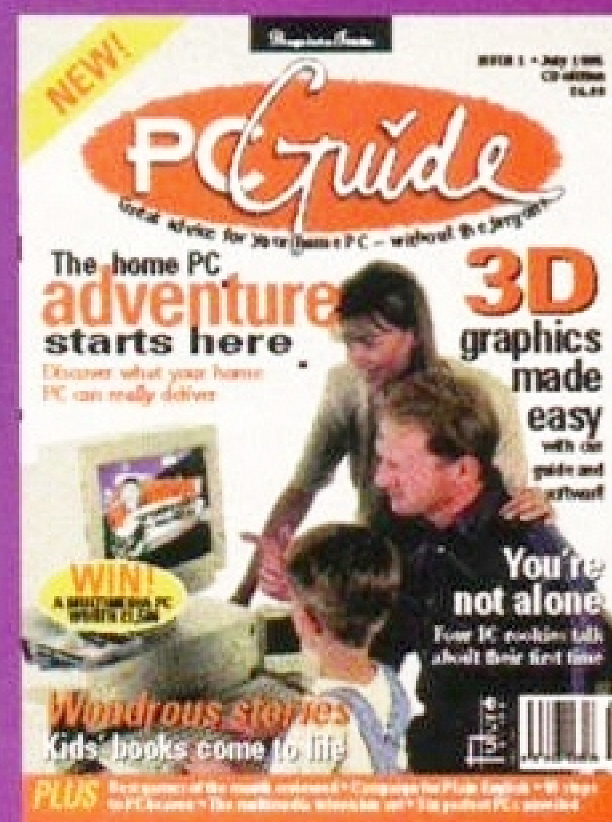
If *AF* is to justify the price tag of £4.50, we should expect at least one CD. If "PC Guide" can do it (with two CDs) so can AF.

I first saw a reference to the new PC magazine in one of my wife's stitching magazines, also published by Future. Why don't you also place an advert for Amiga magazines there? The Amiga has two cross-stitch programmes which are often advertised in the stitching mags and are a fraction of the price of the PC equivalents. Odd that I have never seen any of this software reviewed in the Amiga magazines.

Bill Eaves
Thurso, Caithness

Experiments with CD-ROMs on Amiga mags seems a bit hit-and-miss. Seeing as no standard Amiga with a CD-ROM has ever been sold, it is very hard to judge the demand and it is a lengthy and time-consuming process to produce the CD in the first place. But, rest assured, we will have some surprises for you real soon.

The stitchcraft programs you mention have been reviewed in AF; the last one in AF55, I believe. Perhaps CrossStitch should be advertising in AF?



Now if only they had advertised the benefits to Amiga users...

The Gallery

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DMA Design are giving away a Tabby graphics tablet worth £54.99 for the best *Gallery* entries. Plus, you may be commissioned by DMA, the team behind *Lemmings*. Please state if you do not want your details passed on. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.

BUG

by Jason Brown, Boston, Lincs.

Who could fail to be captivated by this alluring, homely and, ultimately, charming image. At first, we couldn't believe that this wasn't a scanned image. Subsequent scrupulous investigation revealed that it has indeed been created by hand. Hats off to Brendon, he's a star!



BONKERS

I would like to make a complaint. In your last issue of *Amiga Format* (June) Steve Bradley wrote an article on *Speedball 2 CD³²*. In it, he mentioned that the players do not wear rollerskates. He is, of course, completely wrong. As we all know, since the year 2019, players have always worn skates. I would not normally grumble, but believe that sacrilege of this magnitude should not go unnoticed.

Alex Lawes
Cardiff

⬅ blank spaces on pages. Never be tempted to place screenshots or information in these spaces since it will detract from the "sophisticated page design".

2) Publish, each month, lengthy interviews with a "Prominent-figure-of-the-videogames-industry-of-whom-no-one-has-heard" (or PFOTVIOWNHH for short). At least a two-page spread must be used for a giant photograph of said PFOTVIOWNOHH. Intersperse the interview with lots of pretentious black and white photos of the PFOTVIOWNOHH waving their arms around.

3) Put the catchphrase, "The future is almost here..." on the cover. You never know, if you say it enough times, something might actually happen. Probably...

4) Drink more tea. It tastes better than coffee.

John Graham
Hedon, Hull

Er, thanks for your suggestions – you read Amiga Power, don't you?

THE FORGOTTEN PATH

It's very good to see that the majority of the top-games are highly rated (70%+) by your illustrious tome. At last people are accepting your standards.

Now, Miss Rebecca Payton of Sunbury-on-Thames, on *Indiana Jones And The Fate of Atlantis*, you should reverse the stones. For example, if it says 'darkness' for the Sunstone, turn it to 'noon', like it says in the dialogue – "only contrary minds may enter".

Do this for all three stones and the statue's mouth will open. Pop a bead in its mouth and... voilá, the door is open. You can now explore Atlantis to your heart's content. Tut, tut, Mr. Bradley! But, all is forgiven, since you are, as Michael Newsham so rightly points out, a hero of computer games.

Keep up the good work!

Nathan Weston
Blackpool, Lancs

NOT ALONE ON CHINA

In response to Richard Baguley's consternation that no one is bothered about the re-born Amiga being produced in China, could I take this opportunity to say that he is not alone.

Although the Amiga has been saved by *Escom*, I, for one, will not be upgrading my A1200 the '*Escom*-way' if the new machines are to be produced in China. I have not knowingly purchased anything produced in China since the Tianamen Square Massacre. Given the continuing poor standards of pay and living conditions in the country, along with an appaling human rights record, I see no reason to change this in the future.

It is also worth considering the massive scale of software piracy which is endemic in China and, seemingly, endorsed by the Chinese government! I think a figure around 95 per cent was mentioned by the US government and this has led to sanctions being mentioned... Puts piracy in the UK into context, I think, even if there is still too much of it.

Mike Davenport
Taunton



The man they like to call 'Baggers', back when he had more hair.

Er, I don't seem to remember anyone ever complaining when the Amiga was made in Taiwan or the Phillippines, where working conditions are just as bad and who have only slightly better human rights records.

I don't think it is the job of this magazine to whip up support for an anti-Chinese trade embargo, nor to defend the political and economic actions of that country. However, perhaps it is worth pointing out that a very large percentage of capacitors are made in China and, as you know, capacitors are used in virtually all electrical and electronic equipment, so I'm afraid you probably have plenty of Chinese hardware already.

If it's any consolation, it seems as if Amigas may now be made in Scotland, France and the USA.

SUCKERED

I'd like to make an observation regarding your Coverdisks and your promise of what will be appearing on them "next month". *AF* 72, page 145, we read "Get Blitzed! – If you want to get hold of the latest version of Acid Software's most excellent programming system, look out for next month's creative Coverdisk".



Personally, I thought the rather huge (rendered in Lightwave) question mark was a bit of a giveaway.

As I own Blitz Basic, I was looking forward to a demo of the latest version of the compiler or editor, but when I get to the newsagents, I take a look at the front cover – no sign of Blitz Basic.

Why promise that something will appear on "next month's" Coverdisk, only to disappoint your readers? Not to generate more sales by any chance, is it?

Please, unless you know 100 per cent, that you're able to secure a Coverdisk for a particular month, don't go getting readers' hopes up, because I can bet you that it annoys them very much indeed.

Jon "Peeved" Jones
<jon.jones@crystal.dircon.co.uk>

On the most up-to-date Amiga mag in the world there are so many changes during the course of a month that it surprises me that we ever get anything right on the next month page.

The Blitz Coverdisk was unfortunate, because I was looking forward to it as much as anyone, but Acid decided they wanted to concentrate on other things for the moment and decided to delay release. Maybe some day soon…



JOKER CAMERA *by David James, Derby.*

Drawn entirely by hand, David has exhibited a meticulous eye for detail with this image.



REMBRANDT *by John Keates, Sheffield.*

Although probably based on a scan of some kind, the lighting really makes this image.



PORSCHE *by Auburn Hodgson, Cleveland.*

Beautifully drawn on an A500+ using *DPaint 3* and 64 colours. A favourite subject of Auburn's.

IN PERFECT HARMONY

The temperature is rising as the PC-versus-Amiga debate is heading for the final furlong.

I would like to refer to P. Ayres letter ("The Wonder of Windows" *AS73*) about his 'pretty cruddy' computer-owning friends. I am one of those readers who have an Amiga and a PC. My Amiga is a standard A1200 with a 250Mb hard drive. My PC is a 486 DX2 50 with 250Mb hard drive and 4Mb of RAM, and, I have to agree with P. Ayres, PCs are clumsy things and any version of Windows is hopelessly slow.

When I bought my A1200, I was on it day and night, messing about with *DPaint 4* AGA, *OctaMED 3* and *5* and other creative software, and bashing the Shift keys in *Pinball Dreams* when it was released.

When I was getting a PC, (work bought it for me!), I was shamefully excited about the fact that I was going to get one of these 'wonder machines', so much so that I bought myself a soundcard, CD-ROM and *Theme Park*.

When the PC arrived, my excitement slowly started to diminish. After the best part of an evening, trying to get *Theme Park* to work and fiddling with the Config and Autoexec files, and memory managers, I was a frustrated wreck. I hardly touched the thing for the first seven or eight months until *Imagine 2* appeared on the front cover of *PC Format*.

Now my PC is just used to satisfy my passion for raytracing. I love my A1200 dearly, but 17 hours and 40 minutes rendering a 640 x 512 image in trace mode in *Imagine 2* (*Format* Coverdisk) can try my patience just a touch, especially when using the same setting, the PC renders the image in a little over 12 minutes!

All I am trying to say is if you know someone who is looking to upgrade their PC, or who is after their first home computer, let them have a go on your Amiga – I think they will be pleasantly surprised.

Pop
Horsham, West Sussex

In response to the call from your good self for owners of both and Amiga and a PC to comment on Mr Ayres letter, I would like to inform the misinformed reader of the system requirements of Windows 95 as written in a recent Microsoft newsletter.

They are: a 386DX or higher processor, 4Mb of memory (8Mb is recommended) and 10-15Mb of available hard disk space for upgrading from MS-DOS or Windows.

Now, I know that these requirements look a little suspect; the article referred to in his letter mentioned a person using a BETA version of the programme and it ran out of steam when using a Pentium with 32Mb of RAM.

I am using a 486DX 33 with 8Mb of RAM and virtual memory, to type this letter in *Word 6* and with *Microsoft Office* running in the background, a 24-bit wallpaper picture and a CD running and I haven't run out of steam yet.

I don't know how this problematic image of the PC is still going and how Amiga owners can justify using it as a way of making their machines look better! The Amiga has its share of problems too, or have you all forgotten about how Commodore released Workbench 2 and 3, which were incompatible with about 20 per cent of previous programmes. On my PC, I have a startup menu of my own, so when I want to play games that require one type of memory, all I have to do is select an option.

Nearly every Amiga owner seems to live a life with their heads up in the clouds, thinking that their Amigas are the best, and they deserve a good shake-up like Commodore's.

I don't know how you lot can hold your heads up – a PC company buying Commodore... Amigas are great machines at heart, but they don't have the power to hack it with high-power applications, unless you pay more than you do for a PC of the same standard.

I just can't believe that people still think that Amigas are better than PCs; mind you, those people are gibbering simpletons.

James Tunnicliffe
Hull, Humberside

Well, thank you for your well-reasoned and considered response. It's always been a great source of secret shame to me that all the letters we receive in praise of the wonder of PCs are so eloquently expressed and convincing.

Oh, and doesn't Word have a spellchecker?


THE PRICE IS WRONG

THOSE WERE THE DAYS

CHEAP AT HALF THE PRICE

THE 'WONDER' OF WINDOWS

QUITE FRANKLY...

NEW ZEALAND STORY

This letter has probably caused more response than any other ever printed on these pages. The ones here are a representative sample.

I am following up a letter from P. Ayres.

Although I don't have a PC at home as a matter of principle, I do work as a PC support technician for Nuclear Electric Plc. and, so, am qualified to offer some opinions.

In order to support over 2,000 PCs on site, my colleagues and I have to have a certain degree of knowledge of various Operating Systems and, still, I have found nothing as great and easy to use as AmigaDOS and Workbench. The 'multitasking' Windows is simply a plot between Microsoft and RAM manufacturers to use up the world's Silicon deposits.

Then, you have to make your PC a 'multimedia' computer; a recent buzzword that has fooled the public into spending even more cash on things they don't need. If you haven't bought such a package, then you're into the nasty world of actually having to buy a CD-ROM drive, a sound card and, possibly, a graphics card to fit in your machine.

This only leads down the avenue of configuring IRQs, memory addresses and DMA channels for such devices, and normally ends up with a severe headache and a computer with 15 startup choices, depending on which application or game you want to run.

On the Amiga-side – true, you still have to buy an Interface card for various things, but I've found that, on the whole, your computer gets better, not worse, the more you plug in. They all work together and the Amiga has *still* only got one startup. Lovely!

In an effort to get past the awful DOS limitation of using software patches (Memory Managers) to get more than 1Mb of memory available to your PC, companies such as IBM and Microsoft have produced new Operating Systems, such as OS/2 and Windows 95. They then go on to advertise that these systems will run in as little as 4Mb of memory.

True, they do, but have you tried to run any program in such a crippled system? Such systems need around 16Mb to *really* be of any use and 16Mb of memory costs more than buying an A1200! I know which I'd rather have.

Workbench – it has been written to run on a machine with 512K of RAM and one floppy. This is enough to get by, but isn't as much fun. Add a memory expansion, say 1Mb-1.5Mb, and a hard drive. Workbench now flies along in all its glory – *true* multitasking and all in a machine which already has great graphics capabilities and can play music!

Currently, I am using *Final Writer*, while I have *OctaMED* playing a mod with various other things running in the background. Try that in Windows, if you can.

All in all, I find the people who praise the PC rather short-sighted, only because they have never had experience of another computer and Operating System.

Stuart Lees
Dursley, Glos

Whether the Amiga community like it or not, the Amiga just doesn't have anything to match most of the top-end PC software. The exception to this has to be high-end graphics packages.

So, why have I still got my 4000/030? Well, that's simple – the Amiga is just a dream to use (most of the time), great fun and friendly – no blank C:\> prompts blinking at you here! The multitasking is still unsurpassed in anything the PC can produce.

Here's a thought: PC-power comes at a price – I use *Microsoft Office Pro* for most of my business work, a fine suite of programmes. Consider, however, it could set you back £500 just for the software (no manuals), uses 130Mb of hard disk space and, if you don't have at least 8Mb RAM and a 486 DX2 processor, you would become a whimpering wreck just from waiting for something to happen. My Amiga has a 120Mb hard drive – plenty enough for most people and the software is very reasonably priced by comparison.

The real benefit of the Amiga is that, even on a basic machine, it lets you get involved in activities that would be impossible on a low- or mid-range PC – raytracing, paint packages, image processing, music composition, games writing, multimedia authoring, sound sampling... need I go on?

One of my PC-owning friends recently relayed how he had visited a computer store and was bowled over by the fantastic sound coming from a PC with sound card. I calmly pointed out that my old Amiga 500 had built-in four-channel stereo sound nine years ago!

Paul Matthews,
East Sussex

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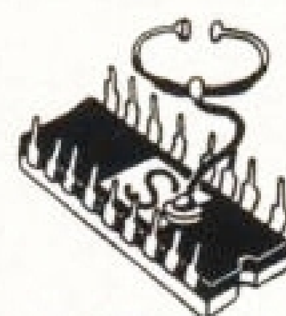
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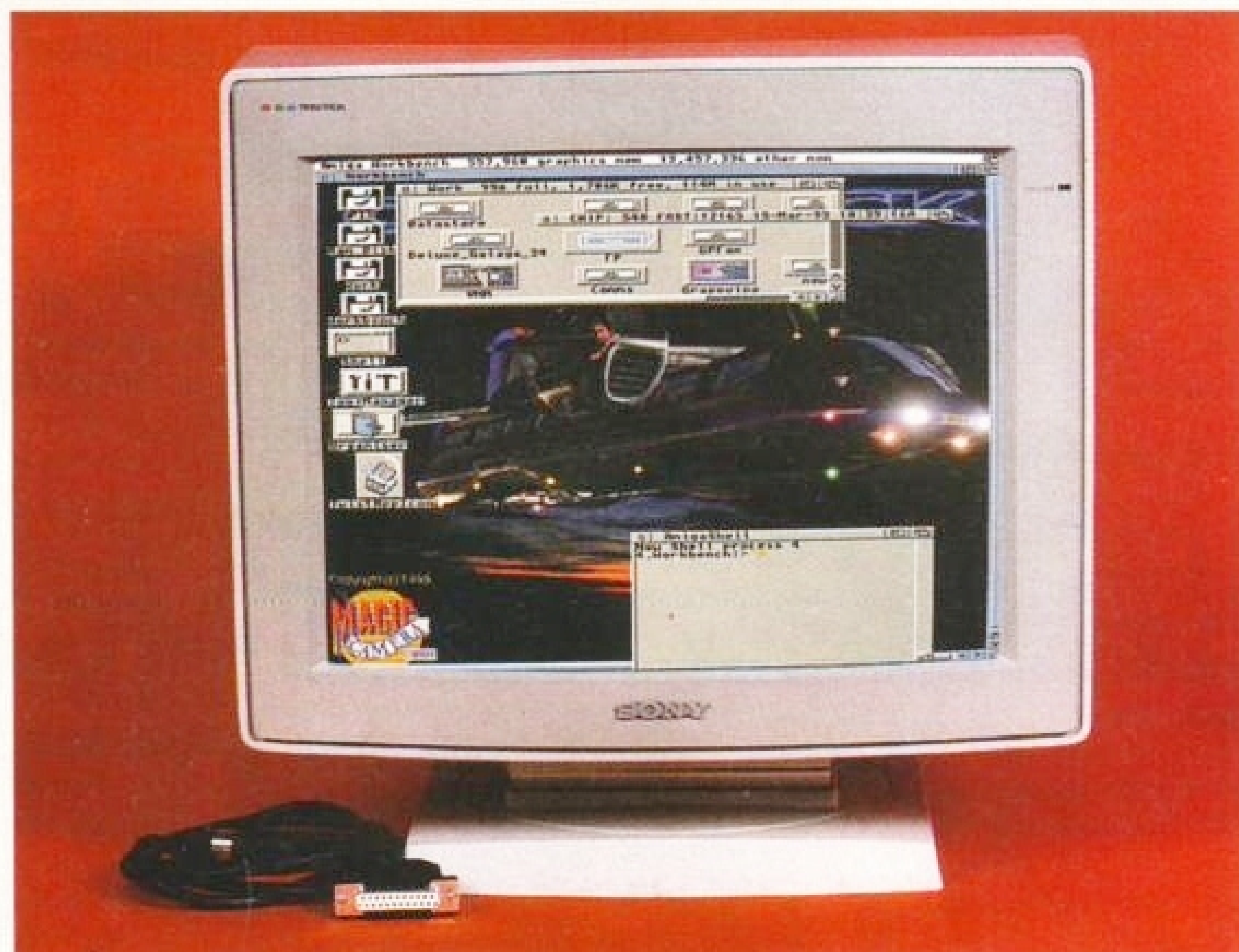
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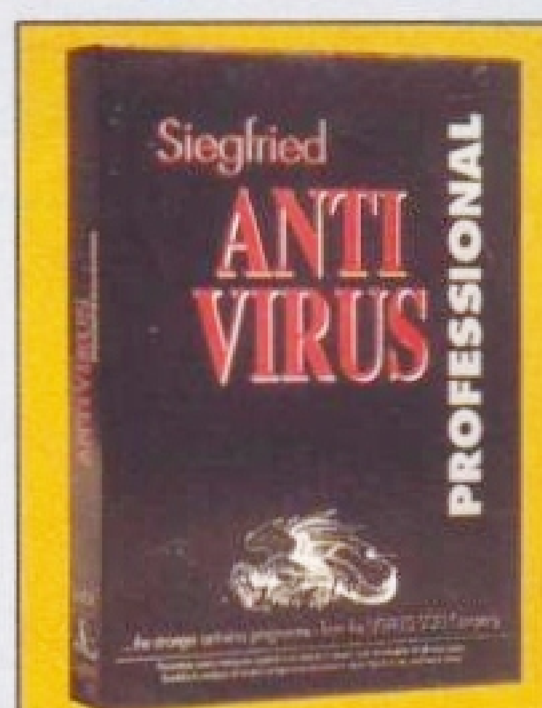
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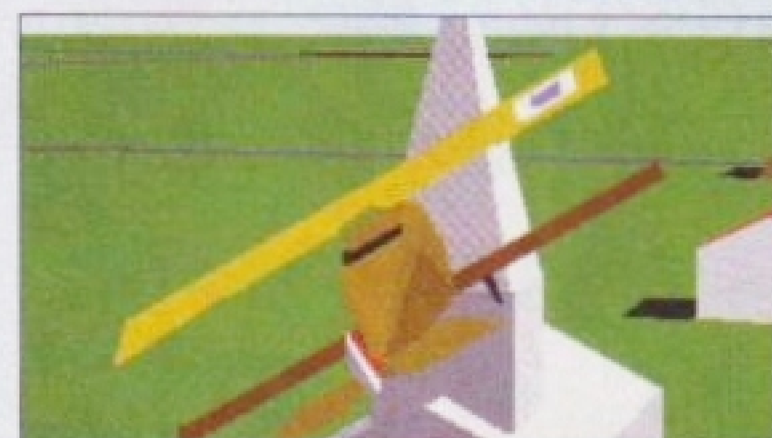


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NEW!

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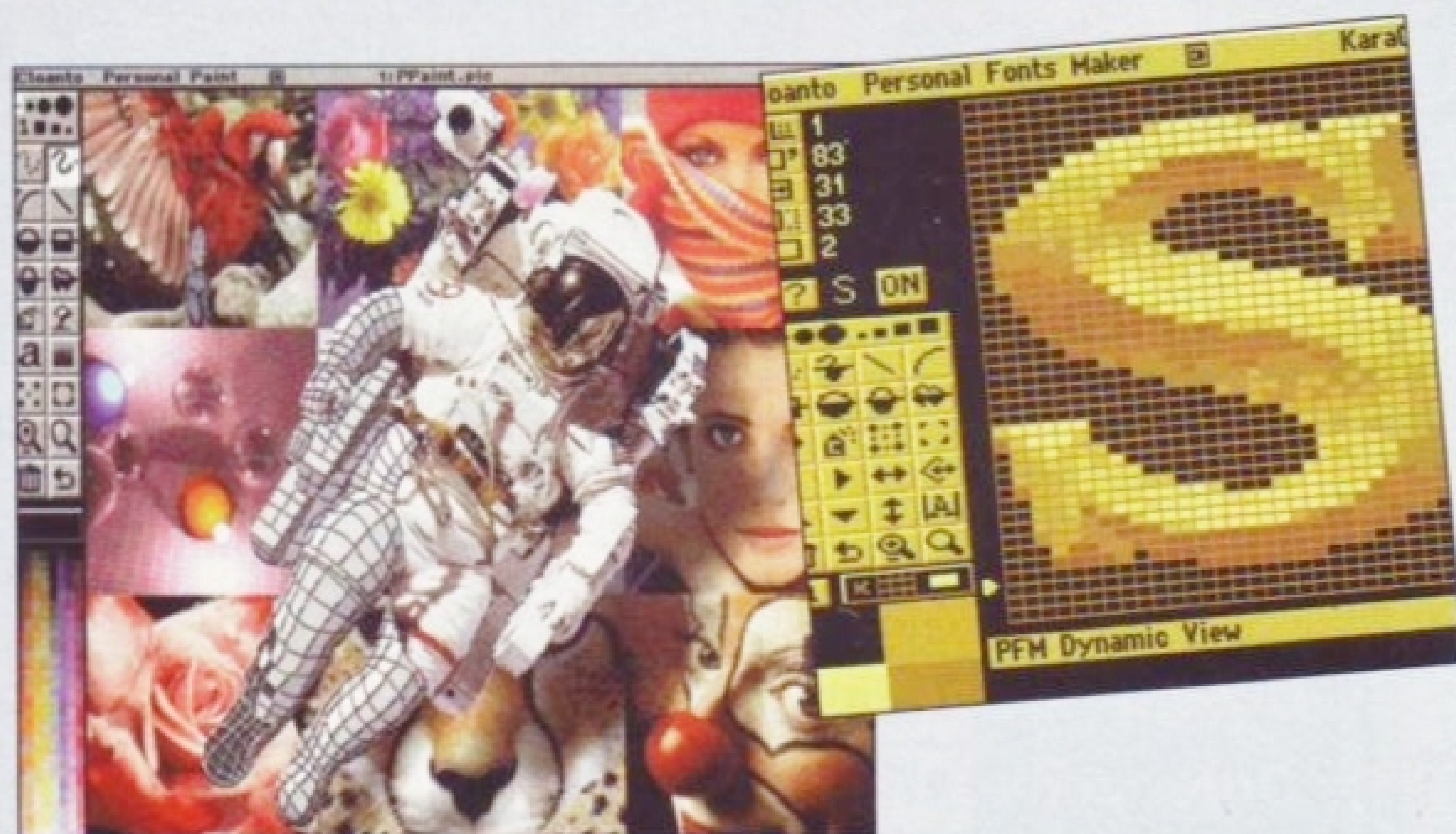
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Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

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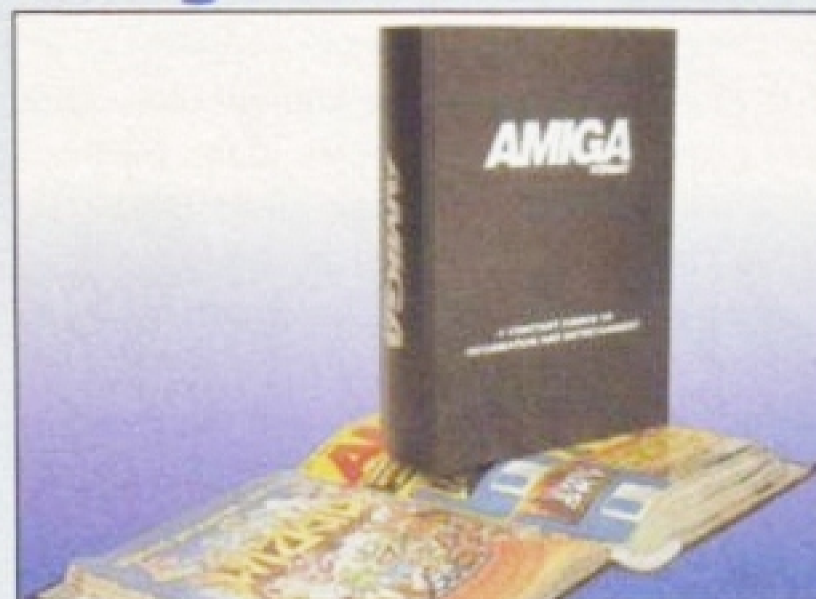


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

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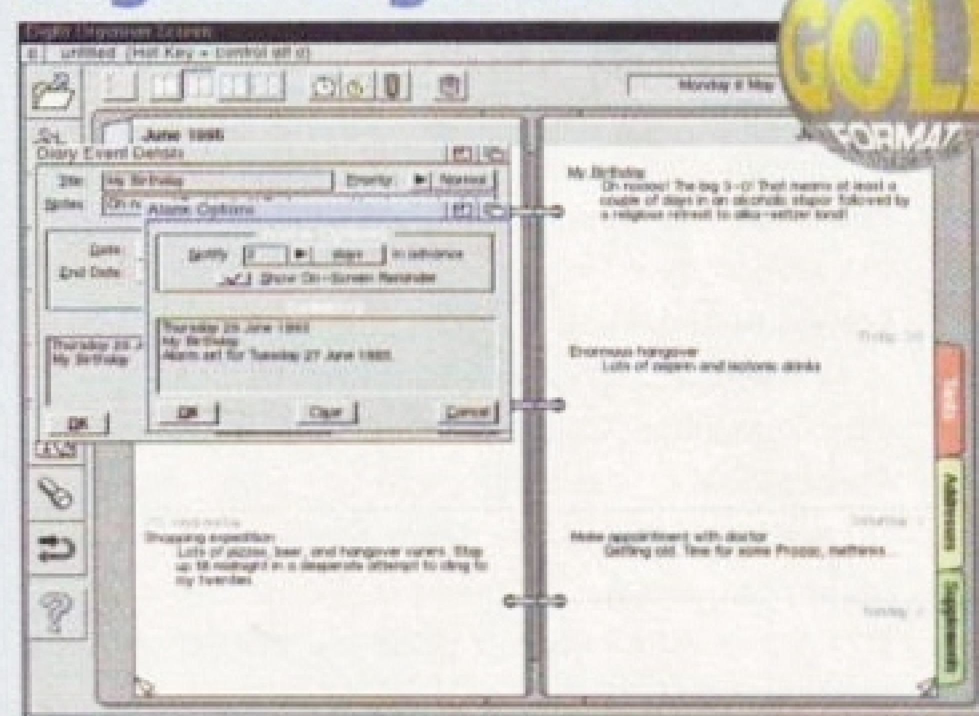
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Aladdin



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● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III

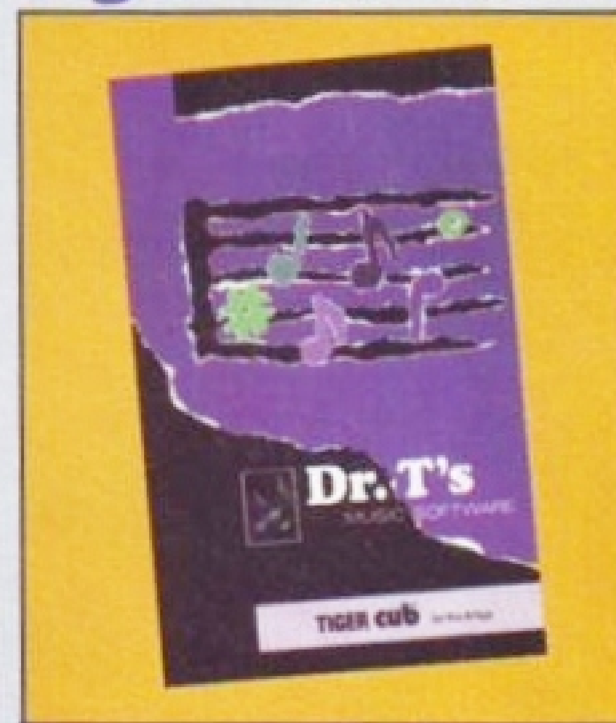


If you have a CD32 and an Amiga with *Communicator*, you can use your CD32 as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	**AF Price**	£69.99

Tiger Cub Manual

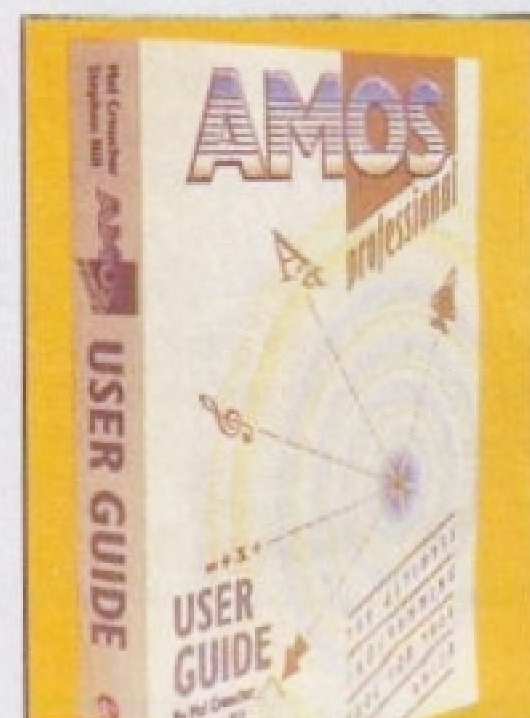


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	Tiger Cub Manual		
Order code	AFTCM	**AF Price**	£9.99

AMOS Professional User Guide

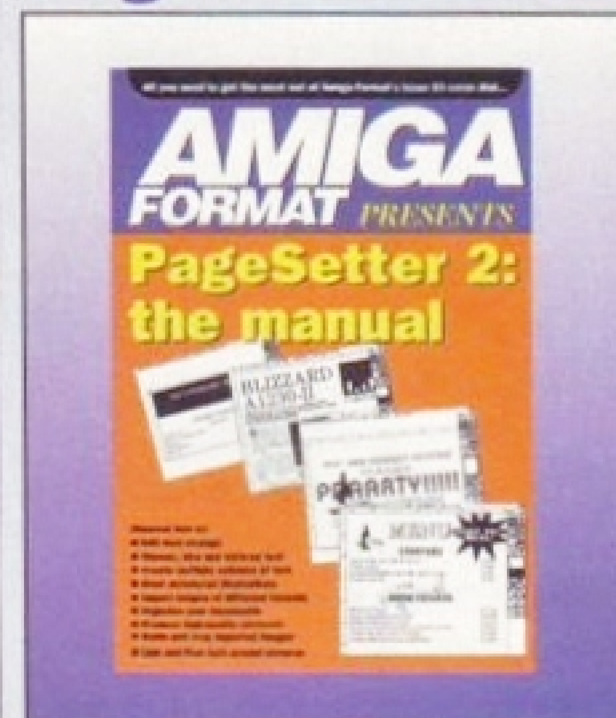


This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in AMOS (it was given 97% in *AF40*) and then guide you through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly and easy-to-use official manual contains all the essential information you'll need to get the most from our remarkable *AMOS Professional* Coverdisk.

Description	AMOS Pro Manual		
Order code	AMFAPRM	**AF Price**	£17.99

PageSetter 2: The Manual



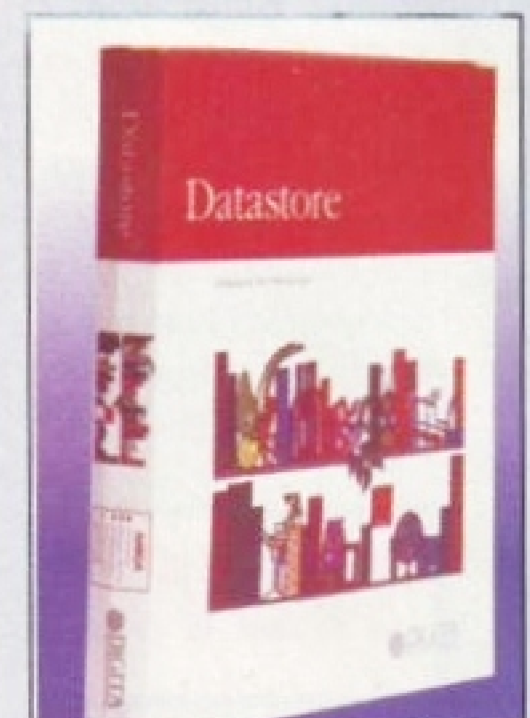
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Datastore

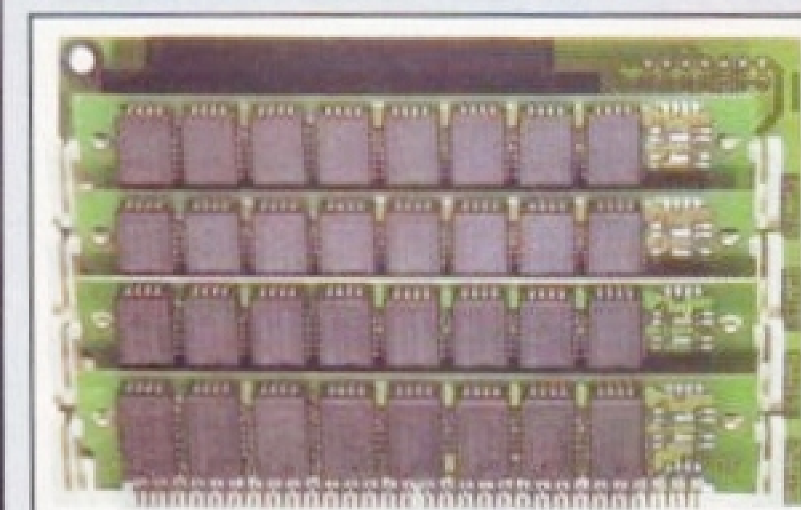


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
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A500+ And A600 1Mb RAM Upgrades

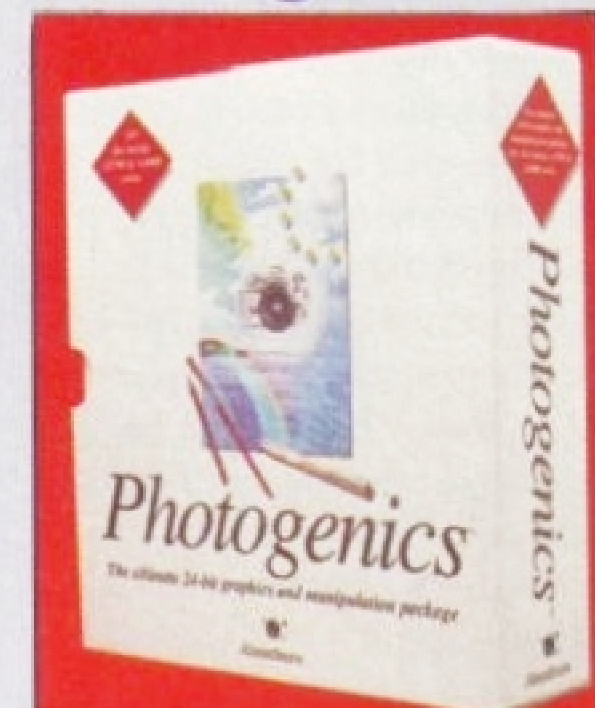


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not upgrade at this low price. These boards for the A500 Plus and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

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Photogenics

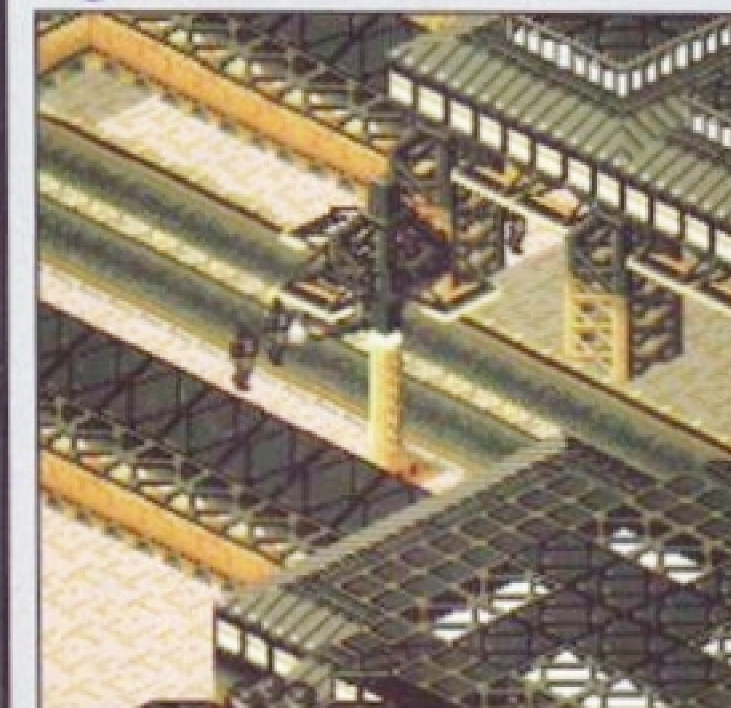


There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in *AF68*, try our exclusive Coverdisk demo from *AF69* and prepare to be amazed.

The most talked-about Amiga image manipulation package ever also brings you the creative freedom of a traditional paint program. Amazingly, *Photogenics* does *not* require a 24-bit graphics board but runs on an Amiga with 2Mb of chip RAM and Kickstart 3.0 or higher. An AGA chip set is required for colour display.

Description	Photogenics		
Order code	AMF508	**AF Price**	£54.95

Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions* Disk.

Description	Syndicate Missions Disk		
Order code	AMFDSD	**AF Price**	£12.99

Help is at hand

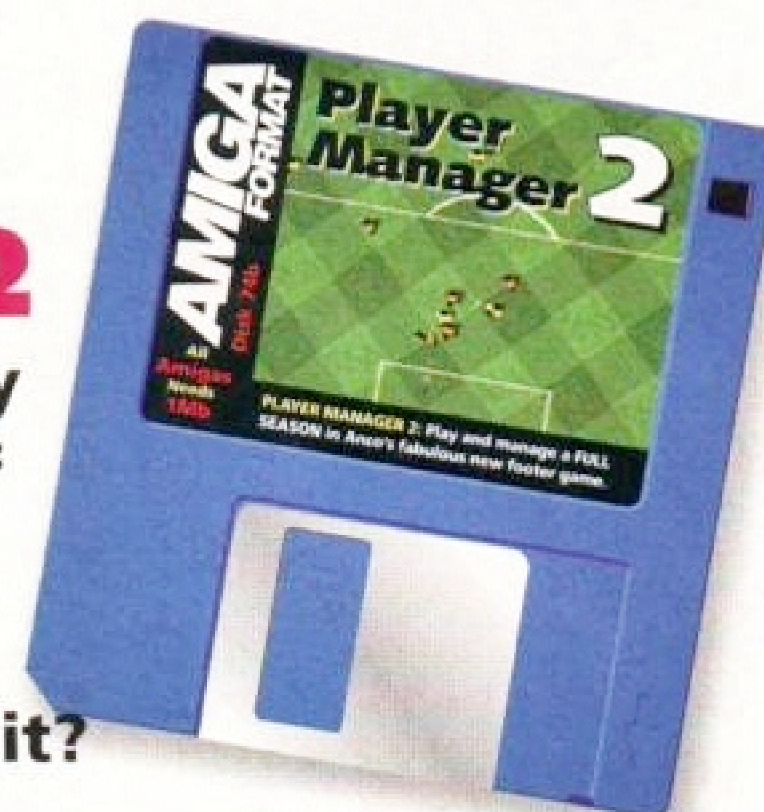
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If you've got a problem, the answer can be found here... probably!

MORE GREAT ISSUES

AF73 — July 1995
Coverdisks: Use the complete version of sampler *Technosound Turbo 2* to edit and create sound effects. Plus, play around with a five-hole demo of *Sensible Golf*.

AF72 — June 1995
Coverdisks: Add JPEG support to your software with *Pegger* and create a book with *Magic Storybook*. Plus *Virocop* demo and 10 years of the Amiga feature.

AF71 — May 1995
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Coverdisks: *Wordworth AFC*, an exclusive version of the outstanding *Wordworth* word processor, plus *King Pin* and *Bubble 'n' Squeak* game demos.

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Coverdisks: Exclusive demo of the incredible 95%-rated *Photogenics* image processing program plus *Super League Manager* game demo.

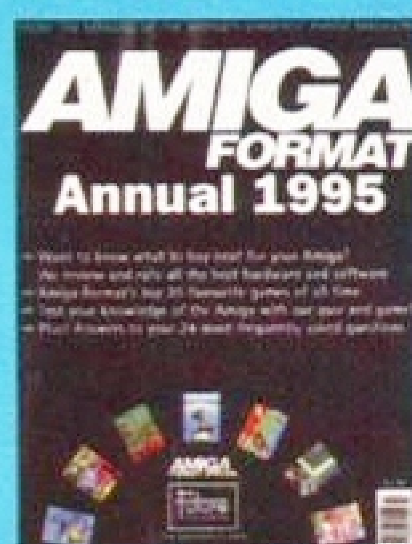
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Coverdisks: Three-disk special edition featuring the full *AMOS Professional* worth £50, *Sensible World Of Soccer*, *ATR* and *Lion King* demos.

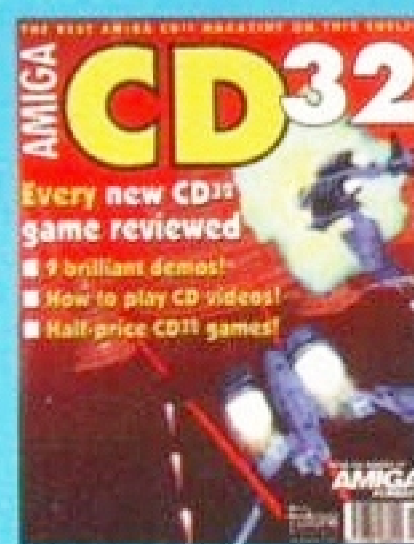
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...AND FOR A SPECIAL TREAT



THE AMIGA FORMAT ANNUAL 1995
The ultimate buyers' guide to the current state-of-the-art in Amiga programs and add-ons – every essential piece of hardware and software is reviewed, rated and explained by *Amiga Format*'s team of experts.



AMIGA CD32 ISSUE 1
This magazine was written by various Amiga games experts and carries comprehensive reviews of the very best available on CD. The mag has a Coverdisc packed with game demos, plus in-depth features on FMV and the SX-1 and many other aspects of the CD32. Essential!

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No. 9 Beginners' Guide
Everything you need to know to get started with your Amiga.

No. 8 *Amiga Format* Annual 1994
Expert analysis of what 1994 had in store for Commodore and the Amiga.

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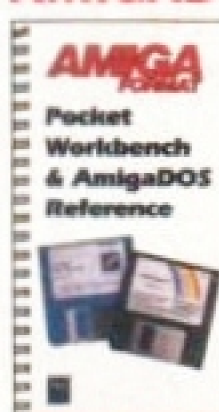
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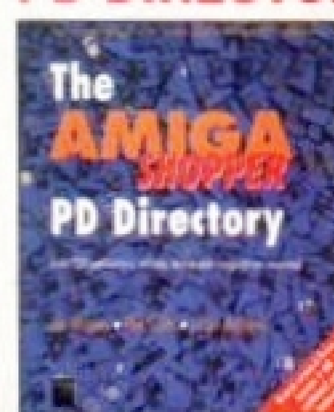


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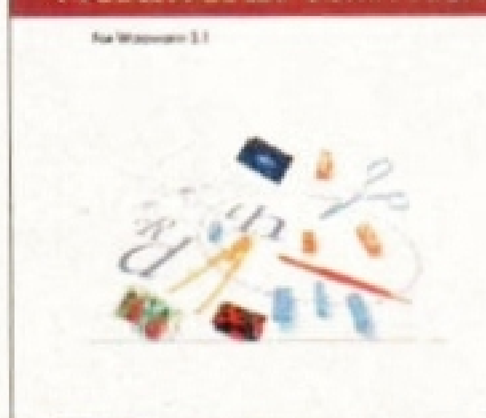


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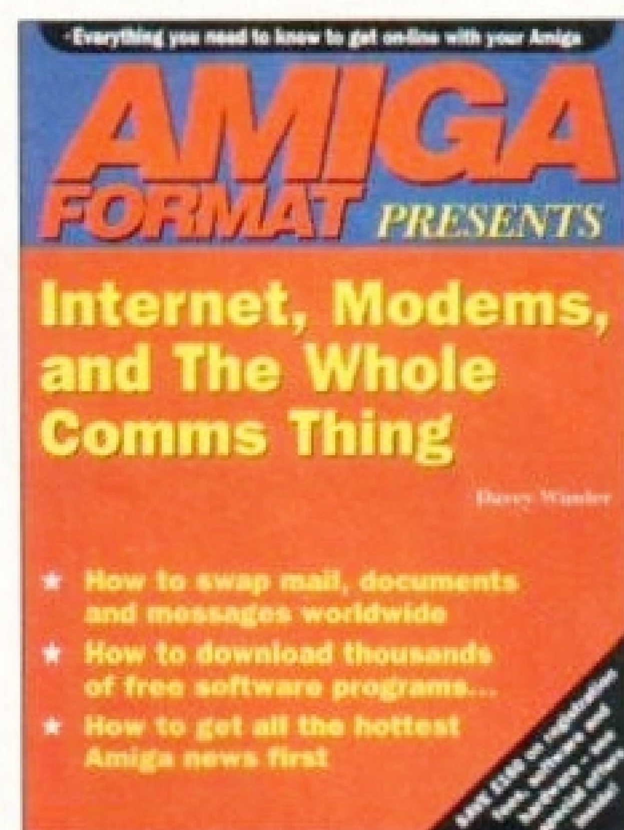
WORDWORTH COMPANION



This guide to the excellent *Wordworth* word processing package was written by DTP expert Larry Hickmott with the full support of Digita International. *The Wordworth Companion* contains in-depth explanations of every aspect of the software and includes a bonus disk packed with fonts and clip art.

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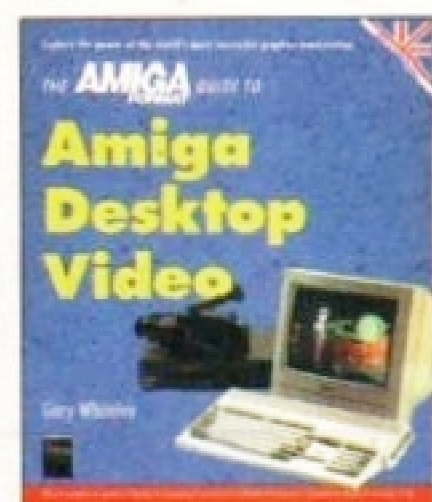


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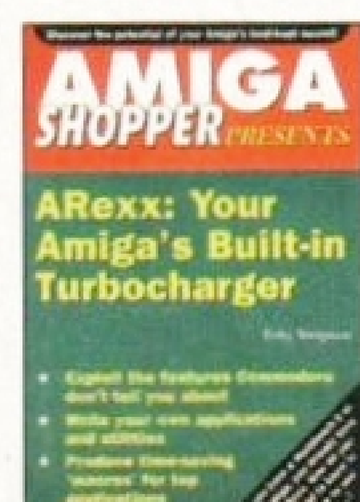
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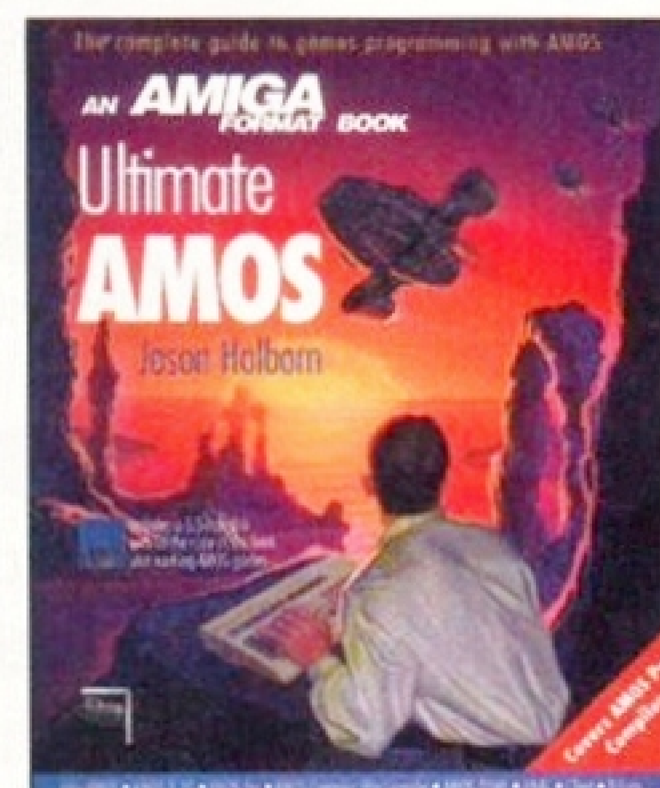
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ARexx could be your Amiga's most important asset. It's a powerful programming language in its own right and it lets you create time-saving scripts for the increasing number of commercial programs that support it. In fact, *ARexx* is purpose-built for multitasking operations, just like your Amiga!

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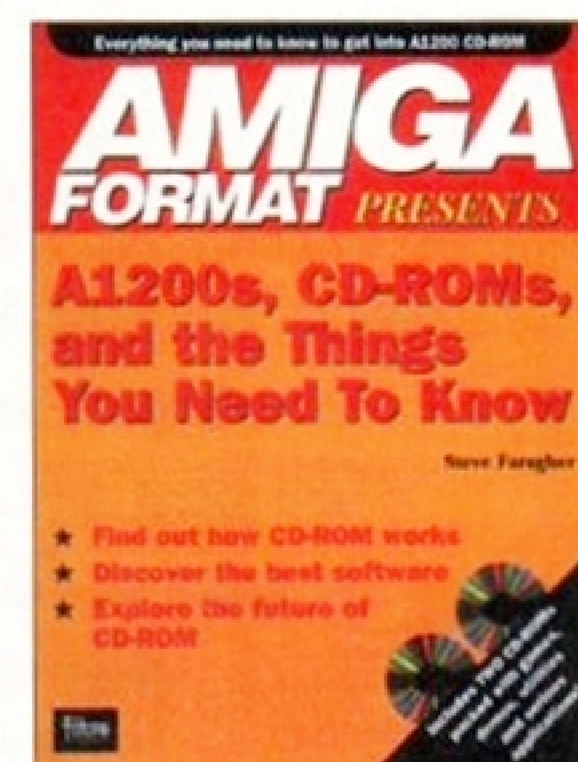
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Explore the full potential of *AMOS* with easy-to-understand descriptions, diagrams and dozens of example *AMOS* routines. All you need to produce your own Amiga games is a smattering of *BASIC* knowledge, *AMOS* – and this 400-page book! It includes a disk with all the author's routines and four skeleton games.

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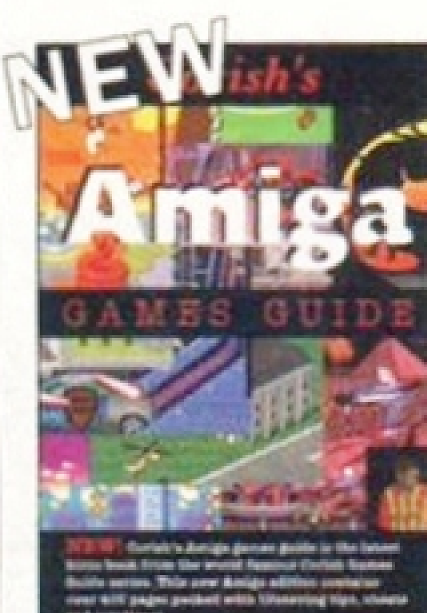
This new book tells you everything you'll need to know about CD-ROM, how it works, and industry plans to exploit its full potential.

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Corish's Amiga Games Guide is the latest hints and tips book from the world-famous *Corish Games Guide* series. This new edition has more than 400 pages packed with lifesaving tips, cheats and solutions.

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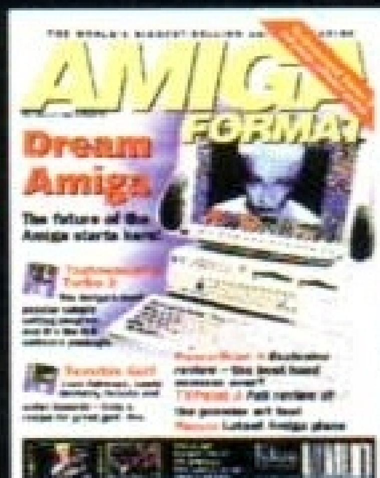
SYNDICATE PLAYING GUIDE



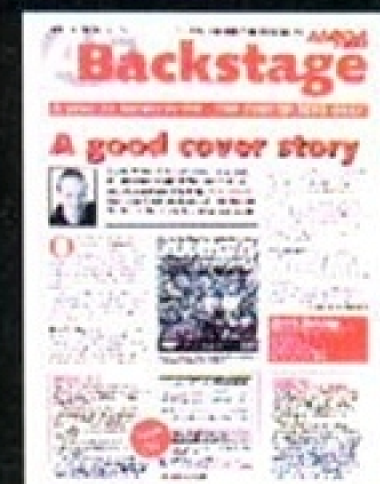
Find out how it's done with this *Syndicate Playing Guide*. You'll find full walk-through instructions and grabs of the key moments for all 50 missions of *Syndicate*. Now there's no excuse for losing!

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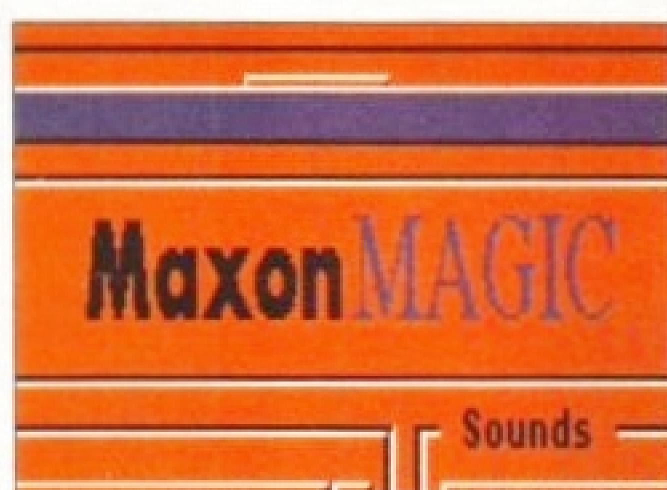
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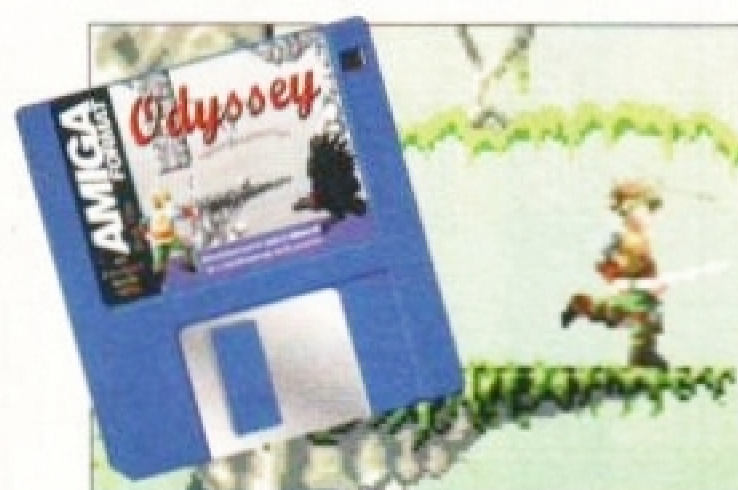
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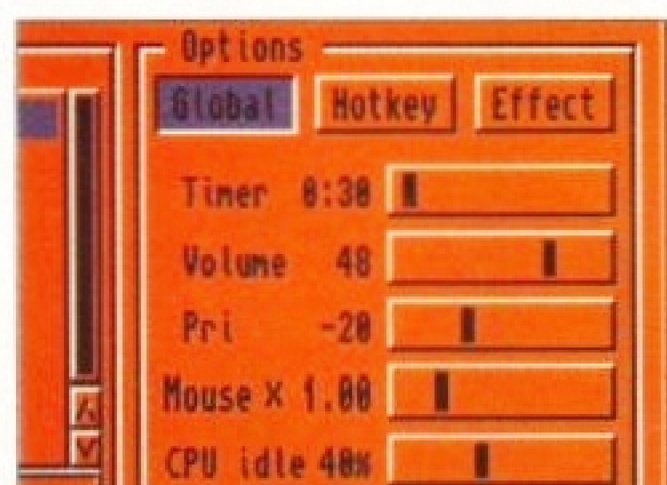


AMIGA FORMAT COVERDISKS

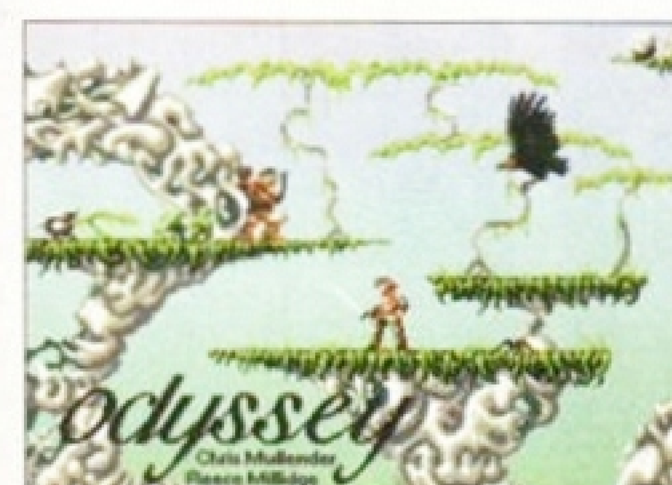












Customise your Workbench with *Maxon Magic Lite* and transform your F1 game with this editor. Plus, three more utils!

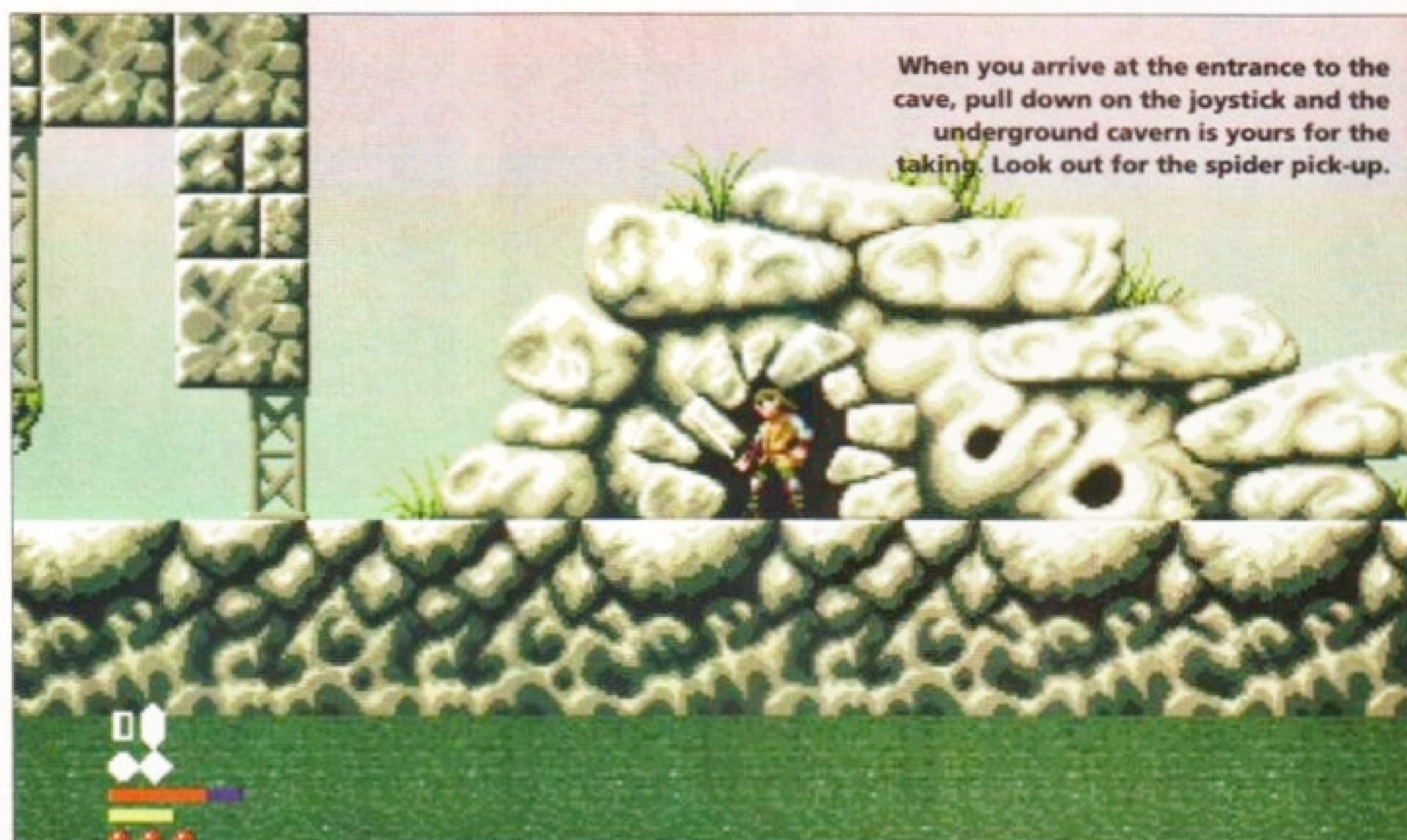
Wander caves, swipe green bogeymen and morph into a spider in Audiogenic's fabulous new adventure, *Odyssey*.



Odyssey



Along the way, you get to squash bogeymen, swipe spooky stone balls and morph into a spider.


When you arrive at the entrance to the cave, pull down on the joystick and the underground cavern is yours for the taking. Look out for the spider pick-up.


The puzzles are logical they told us. How come no one in the office can finish this massive demo, then?



Hurrah for the Amiga adventure game with swords, puzzles, spiders and big birds. And caves. After months of sports games, platformers and shoot-'em-ups, fine though they were, we are proud to bring you a polished gem of a Coverdisk demo, a huge level of Audiogenic's *Odyssey*, exclusively written for *AF*, where you, the wizard's apprentice, take on the might of the King of the Seven Isles.

Along the way, you get to squash bogeymen, swipe spooky stone balls and morph into a spider. And there aren't many people who can say they've done that.

Not that we've brought you all seven of the Seven Isles – you'll have to do with the one, but

The Wizard's apprentice has the solemn task of exploring the island, solving the puzzles and swiping the enemy. And it's Steve Bradley's favourite demo of the year...



Wander past these big bulb things and you've got yourself a new restart point for the next time you get killed by that cunning, rolling stone ball.



Always look where you're walking, for, often as not, there are pressure pads. Our hero walks straight into the old 'arrows-shooting-from-the-ceiling' routine.

a huge and beautifully crafted fellow at that, with ledges to pounce around and caves to explore.

Here's some plot: King kidnaps village wizard and you decide to rescue him, but you need three keys to enter the King's castle. And in a twist of cunning proportions, to get the keys, you need to collect and master the ten spells of Altered Appearance (apparently) which are scattered around the islands.

The spells are split into three power groups: air, land and, somewhat bizarre, crawling insects. In your demo, you can collect a spider and bird spell, enabling you to turn into these creatures at the press of a button, with the ultimate objective to recover the Flight Power-Expander, located in a room at the top of the island.

CONTROLS

Joystick or pad and press Fire to swish the old sword.

When the two spells are collected, press F3 to change into the bird and F8 to become the size of a spider. Spacebar returns you to relative normality.

If you die, and you will, (although you, rather generously, get five lives) press Fire and off you go again.

Light spheres are scattered liberally. Walk past them and you've got yourself a restart point.

The information panel shows what keys you have, your energy, current creature shield and number of lives left.

Off with you, then!



Jump, swerve and dodge these birds. You won't kill them.

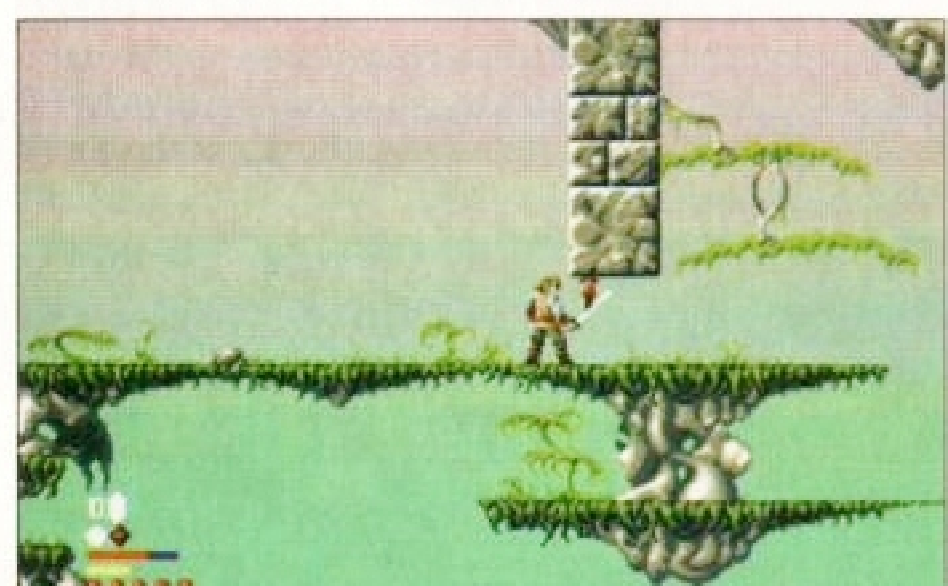


Easy pickings, these little bogeymen. One swish of the sword.

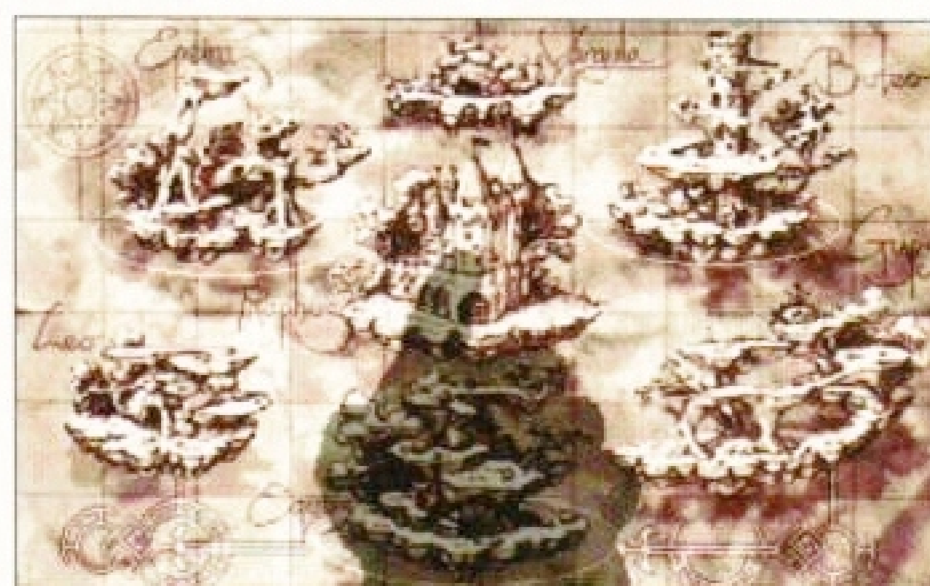
But, along the way, there are enemies to overcome, puzzles to unravel and door keys to collect, with not a sub-machine gun in sight to aid your quest. And far be it for us to tell you how you're going to do it. Oh no, all you need to know is that there's a cave to enter, which you do by standing in front of the entrance and pushing down on the joystick.

Keep an eye out for small pads on the cave floor – they can shoot arrows at you and open doors, and watch out for the stone balls, which turn into little Morph-style fellows. Much of the cave can only be explored if you morph into a spider, but you need to collect a little red circle first. So, best of luck, and if you cannot finish it, don't come crying to us. Well, OK, we *might* just print the solution next month.

Maxon Magic Lite overleaf ➡



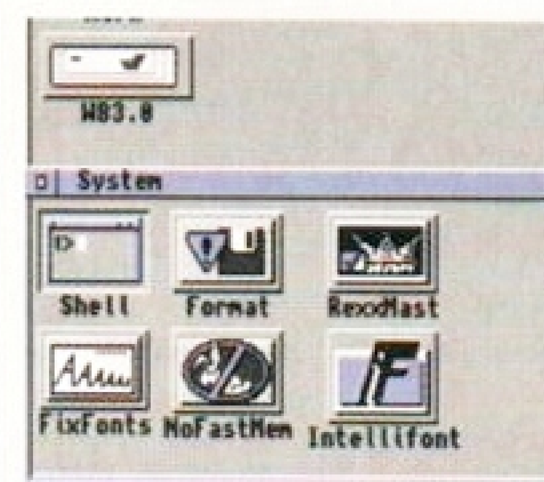
To open the barriers to other parts of the level, look out for the keys. They're easy to spot.



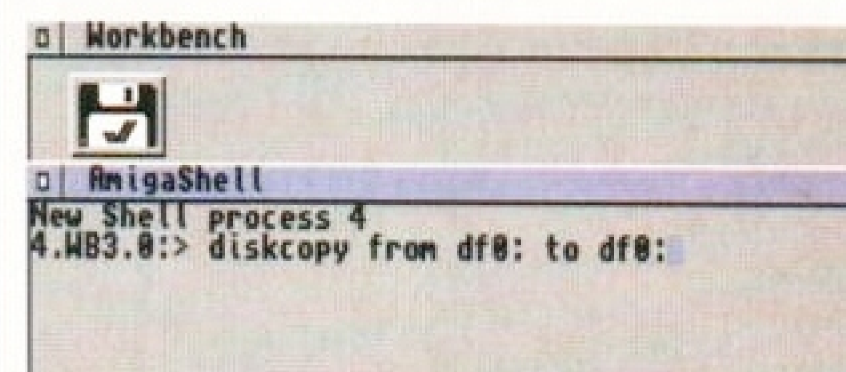
Play around with the morphing hand. We reckon it's one of the spookiest things we've seen this year.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

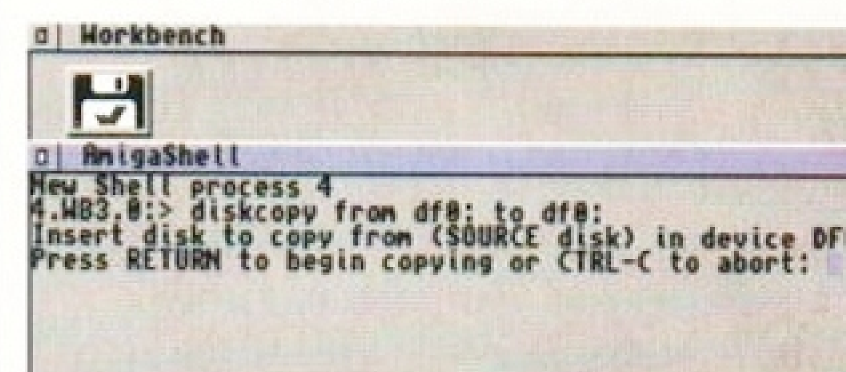


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

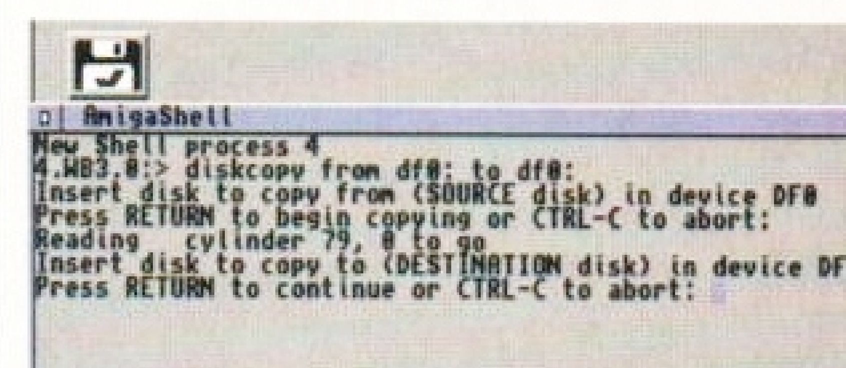


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

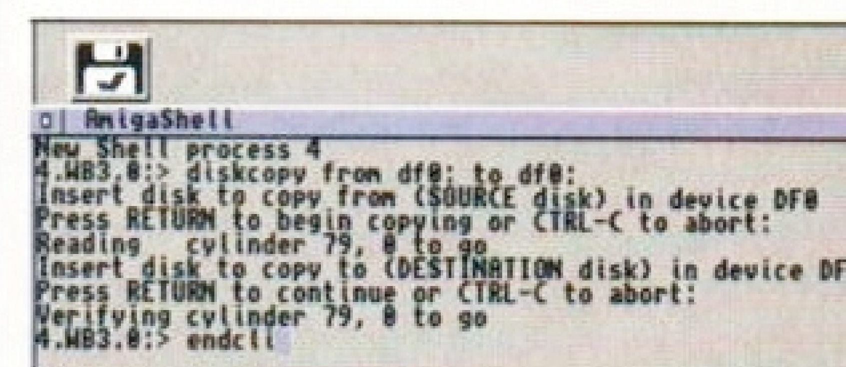
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

***Amiga Format* (insert name of disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT**



Maxon

Toiling incessantly to bring you the best software possible, David Taylor brings you *Maxon Magic Lite,* to customise your Amiga, as well as a new editor for the fab *F1 Grand Prix* game and three other utilities.



***Maxon Magic Lite* offers you a choice of three screen-blankers, as well as various general adjustments.**

MAXON MAGIC LITE

This program can transform your Workbench, adding effects to all your operations.

It's incredibly simple to use. After you've loaded Workbench, double-click on the program icon. *Maxon Magic Lite* sits quietly in the background... well, quietly unless you touch your Amiga, that is. If you do, it will start making a racket.

It chooses from various sound-samples and plays a different one, depending on your action, from typewriter-effects for the keyboard, to beeps, whistles, creaks and loads more for opening windows, closing them, launching programs, making mistakes, etc.

It's better if you configure the program yourself, though, so that you get it making the sounds you want, when you want. To open the configuration window, you can either press the Hotkey (shift F1) or select it from the Tools menu on Workbench.

You can choose which *type* of screen-blanker you want. There are three modules to choose from: the Aquarium – an old favourite with fish swimming across your screen; Crazy Worms – ravenous worms eat away at your display; or Spotlights (my favourite) – where spotlights roam your screen picking out the icons.

You just need to click on the one you want. This screen allows you to adjust the general options, such as mouse-acceleration, volume-settings and the time-delay before the blanker appears.

The Hotkey screen allows you to alter the keys you want to use to activate the program.

If you then choose the audio selection from the bottom, you'll see a whole new selection of choices. The first section covers events like opening windows. The keys selection gives you a choice of sounds for different sets of keys, like the function keys, Return, Space, Shift and number keys.

There is also the opportunity to select sounds when a specific program is launched, or at a certain, pre-determined time. The choice of sound is selected from the right-hand side of the window.

Any, or indeed all, of these effects can be turned on or off, allowing you to choose exactly which actions you wish to cause *Maxon* to sound off.

FORMULA ONE GRAND PRIX EDITOR

For realism, *F1 Grand Prix* has always been top-dog in the racing stakes. Although you have limited control over the game's preferences, most of the variables are preset by the game. All that is to change when you use this new game editor. Although the editor runs separately, you still need the original game!

This disk can be booted directly. When it loads, you'll see a title screen. Click your mouse-button to clear this screen. When everything has loaded, double-click on the program to load it. The editor is split into three areas: file editors, memory patches and other.

In the first area, you can adjust most of the in-game set-up. You can edit the computer-controlled drivers and teams. To give you an idea of the amount of control you've got, you can not *only* change the name of the engine that a team uses, but also change the colour of their car and even of their pit crew's uniforms!

So, as to bring everything under one roof, there's also control over the standard options, such as the auto-braking, automatic gears and controls set-ups.

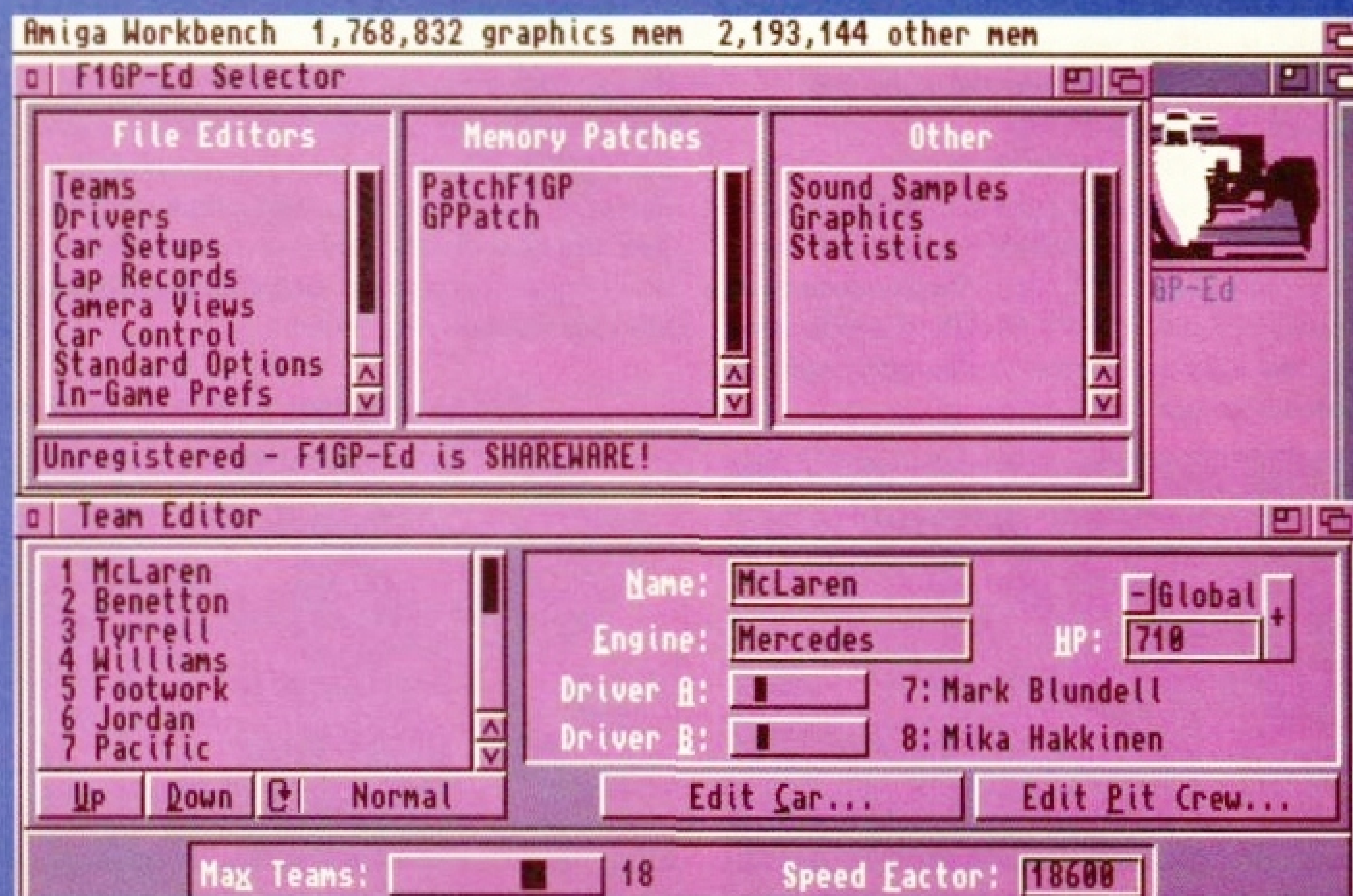
You can up the frame rate of the display, reset the points awarded for places and adjust the fragility of the car, so that crashes do more or less damage (you decide which collisions do more damage; hitting the wall or another car). For those who need help, you can opt for the cheat mode, so that you have driving aids.

The middle window has two patches in it that you can install to improve the game itself. These patches add all sorts of things, ranging from real-time laptime updating, to buffered button-presses.

The third window has three more options, for control over sound, graphics and statistics. To use these features, you must register. Details of registration, as well as a more detailed guide to the editor can be found in the documentation. Also included are some example datafiles and a few other bits that can be found in the Extras drawer.



The editor even allows you to alter the colour of the pit crew!



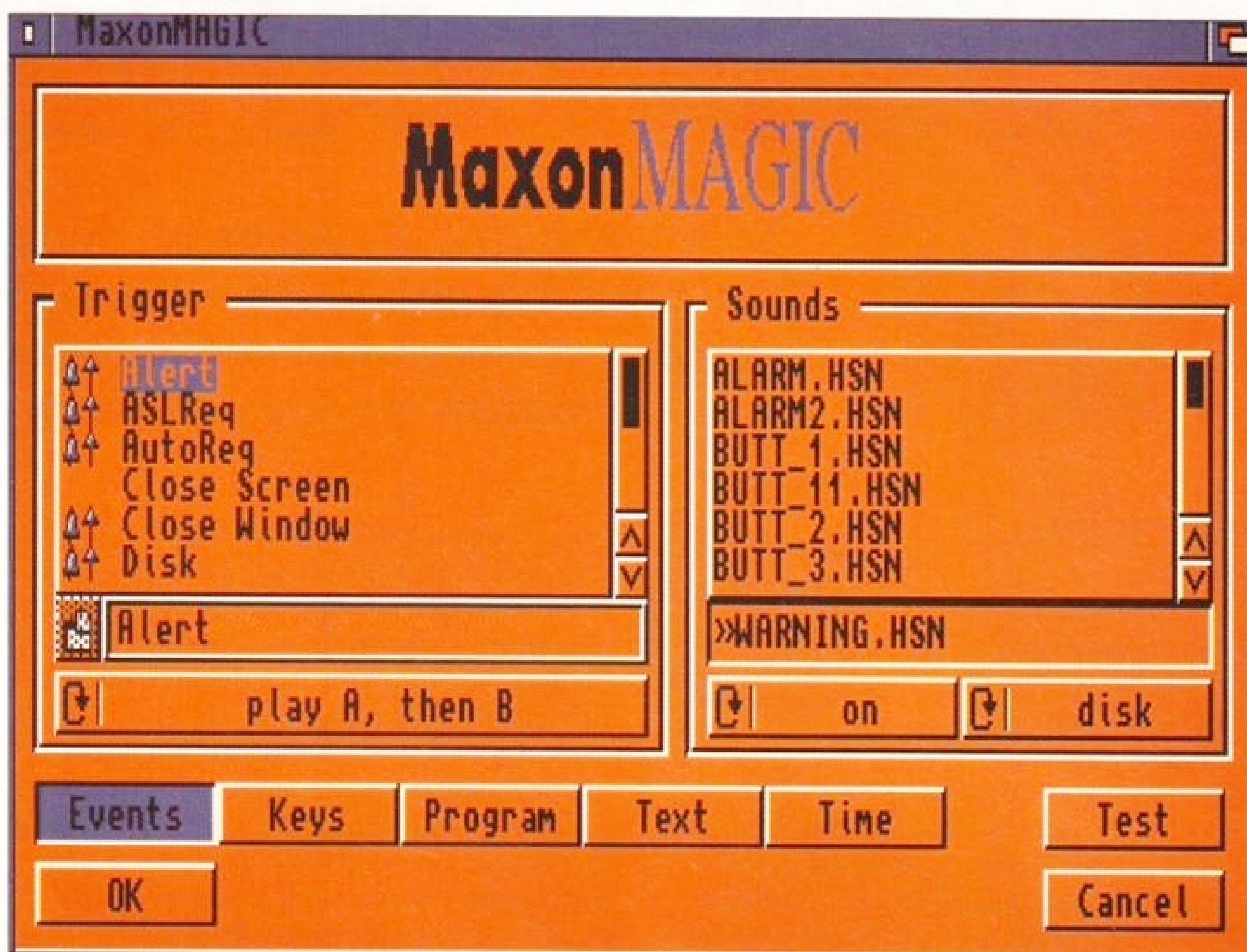
The editor is very easy to use, letting you adjust the game's settings and install game patches.

Magic Lite

You can also select to have either the sound, or visual effects on their own.

Should you want to use some of your own samples, it's simple to do so. *Maxon* can use IFF samples, but they need placing in the sounds drawer and should be renamed with a .hsn suffix, e.g. boom.hsn.

This version of *Maxon Magic* offers most of the features of the full program, but doesn't have quite as many modules and has the Save function disabled.



When you select the audio section of *Maxon Magic*, you can change which samples are to be used for each operation. Events, such as opening windows or inserting a disk, can have individual samples; you can even use your own samples. Your Amiga can now chime the hour or yodel when you launch your word processor!

INSTALLING YOUR DISK

These programs have been archived to fit them on to this disk and can't be used directly, but don't worry. They do automatically unpack for you. All you need to do is have two spare disks ready, so that it can put the programs on to them in a usable format.

The disks don't need to be formatted or emptied beforehand, but they must *not* contain anything that you want to keep, because all previous data will be deleted.

Simply boot the Coverdisk and follow the easy instructions on screen. You'll end up with two disks that you can use in the normal way.

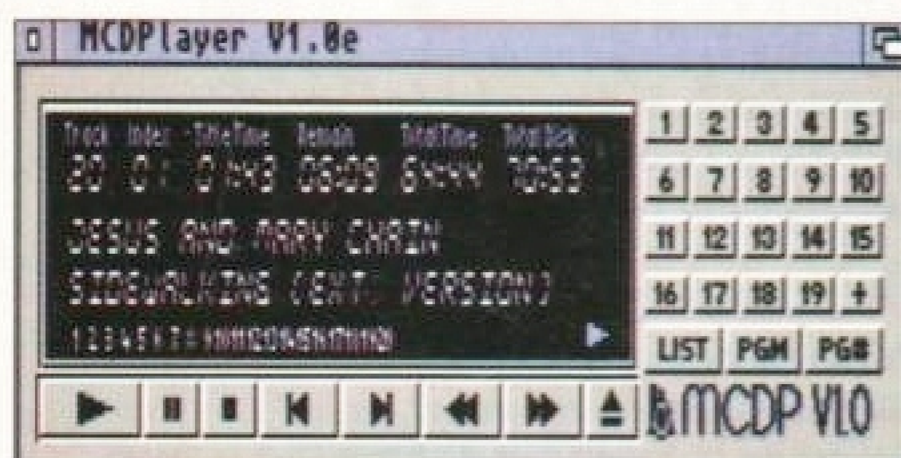
EXTRA! EXTRA! READ ALL ABOUT IT!

Despite fitting two great programs on to the disk, there was still some room left over and we couldn't bring ourselves to squander it. So, there's another three utilities for you, which you can find in their own drawer on the same disk as *Maxon Magic Lite*.

MCDPLAYER

If you've got a SCSI CD-ROM drive attached to your Amiga, then the chances are that you'd like to be able to play your audio CDs with it as well. There are quite a few players around, but this is one of the easiest to set up and yet one of the very best.

It has all the features of a real CD-player, with the usual controls: Play, Pause, Skip, Fast Forward, Rewind, Stop and Eject, but also has a comprehensive display: track no., track time played and remaining, total time played, total disk time and even the CD's ID number.



This CD player will let you use a SCSI CD-ROM player to play audio CDs. It displays masses of information about each CD. Play on!

To set it to your hardware, you need to click once on the program's icon and then select 'Information' from the 'Icons' menu on Workbench. You need to set the device name to the one that your drive uses (read the CD0: file in your devs: drawer), e.g. SCSI_DEV=gvpscsi.device. It also needs the SCSI ID number corrected (which will be noted in the same file in devs:).

Each time a CD is inserted, you can update a database which the program will maintain, so that the display will tell you all the information about the CD, artist and track being played. This catalogue is stored in the same directory as the program, unless you direct it elsewhere.

The font that the program uses can also be adjusted, but make sure you have copied the fonts from the program directory to your system's fonts drawer. The program is easy enough to use, but there is a guide supplied, should you need to refer to it.

ZGIF DATATYPE

Datatypes are a pretty useful addition to the Workbench. With the correct libraries and OS, you can use them to view many different types of files in lots of programs. This is a GIF datatype that's very fast and very dependable. Read the guide to see how to install it.


Use the GIF datatype to display images like this one in any program that supports them.

CLEAR RAM

If you are the sort of person that tests a lot of programs, you soon find that your RAM disk gets cluttered with lots of rubbish. Getting rid of it all can be tricky, because you could end up deleting some of the preferences that are stored there.

This program is simple, but extremely useful. It clears the RAM disk of all programs and data, except the clipboards, env. and t directory, which are the standard directories that are always in RAM.

AMIGA FORMAT COVERDISKS

EXTRA!



Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

PIXEL 3D PRO (*AF65*)



Pixel 3D Pro is for use with a 3D rendering package. The created objects *cannot* be loaded into paint packages.

It is a very memory-intensive program, needing at least 1.7Mb of total memory and some must be Fast RAM. The *AF66* Coverdisk contains a patch which fools Pixel 3D Pro into thinking that you have Fast RAM even if you don't. Get a copy of *AF66* from Back Issues on page 133, or call a PD library and ask for a program called Half'n'Half which will do the job.

BARS&PIPES (*AF71*)



Many readers have reported memory problems when trying to run *Bars&Pipes*, or when trying to access the *Bars&Pipes* tool AmigaPhone. To increase the memory available , disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible.

Bars&Pipes should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers. AmigaPhone should now work.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk. Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded (cello for example), can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a suitable replacement sample from the *AF71A* instruments drawer.

PEGGER & MAGIC STORYBOOK (*AF72*)



In the magazine we tell you to name one of your blank disks Pegger_Demo, but this is wrong – it should be called Pegger.

When you are prompted to "Please Insert Magic Disk", this does *not* refer to the *Magic Storybook* Coverdisk, but the formatted disk you have named Magic.

People with some 1.3 machines can't decompress the disks. *Magic Storybook* works, but it has to be decompressed:

Amiga 1.3 with two drives: Boot up with the Coverdisk in the internal drive, put your blank formatted disk in the external drive. When being told that RAM can't be accessed, type:

lzx -x -F x magic.lzx df1:

This starts the decrunching process. Once that has finished, type: install df1:

Single drive 1.3 Amiga: Boot with your Workbench disk, go to the System drawer and start the CLI tool. Make sure you have your formatted disk called Magic. Write-protect your Coverdisk and Workbench disk. Now, type the following, swapping disks as requested:

copy af72a:lzx RAM:
copy af72a:Magic.lzx RAM:
copy af72a:c/install RAM:
cd RAM:

Remove Workbench and insert the blank disk. If, after entering the next line, a requester asks for Workbench back, click on Cancel.

lzx -x -F x magic.lzx magic:
install df0:

Now reset the machine. *Magic Storybook* will now load and run.

DATASTORE (*AF68*)



Although not mentioned on the disk, *Datastore* needs *at least* Workbench 2 to work, as do the majority of serious Amiga software nowadays.

For around £90 you can upgrade to the latest version, (3.1). If you think that's too much to spend on an ageing A500, there is another option. Most dealers will replace your Kickstart 1.3 ROM with a 2.1 ROM for less than £30.

If you fancy doing it yourself, 2.1 Kickstart ROM chips can be bought from mail order for as little as £22. A small price to pay to bring the machine into the Nineties.

IN GENERAL

Not all of the Coverdisk programs are self-booting. Some, like *Bars&Pipes* for instance, require you to load up Workbench before you can run them.

A large number of people regularly ruin their Coverdisks by decrunching the full Coverdisk programs and game demos over the top of the Coverdisks themselves, instead of on to blank disks. Often, this happens when they accidentally insert the wrong disk during the Coverdisk decrunching process.

To guard against this happening, as soon as you remove the Coverdisks from your magazine you should write-protect them – slide open the little tab in the top right-hand corner of the disk. Only when this is done should you follow the instructions for making back-up copies of the Coverdisks and decrunching the Coverdisk programs to blank disks. Make sure you rename a back-up copy of a Coverdisk to the same name as the original before using it.

FAULTY COVERDISKS.

As a rule, a Coverdisk which is genuinely defective causes error messages such as Read Write or Checksum Error when it (but not one of your own blank disks) is in the disk drive.

Not Enough Memory or Can't Open Such&such.library errors are almost always generated by something other than a damaged Coverdisk. Check that you've followed all of the instructions, and that the program is intended to work on your particular system. If the problem persists call the Coverdisk Helpline before you send the disk off to DisCopy Labs.

COVERDISK HELPLINE

The Coverdisk Helpline (0191 584 0682) is there to help you, but before you call, make sure you have the answers to the following questions:

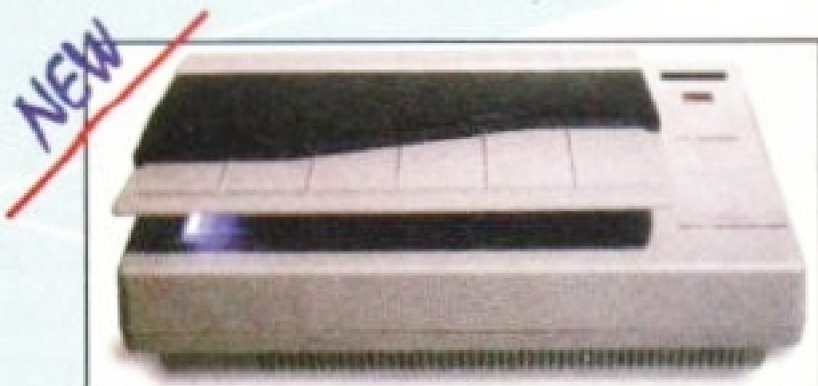
- **Which version of Workbench are you using?**
- **Which model of Amiga do you own?**
- **What memory expansions do you have?**
- **How much memory do you have?**
- **If you are getting an error message, what *precisely* does it say?**

PC OWNERS

Often confused PC owners call the Coverdisk Helpline to complain about the *AF* Coverdisk programs not working on their HyDaeSung DX2 T (or whatever). A message to PC owners: You did buy the right magazine, but, sadly, you bought the wrong computer to go with it.

BEST SELLERS

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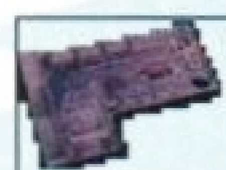
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Fits internally in trap door.

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AF GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, follow these *Amiga Format* guidelines:

1 Before you send any money for goods, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on advertisements.

3 Beware companies that do not include their address on their adverts. Avoid companies which do not answer or return your calls.

4 The best method of payment is by credit card. If ordering goods of more than £100 in total value, you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash and avoid postal orders.

6 Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering over the telephone, always double-check the price.

7 If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the name of the mail order company.

8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of *Amiga Format*.

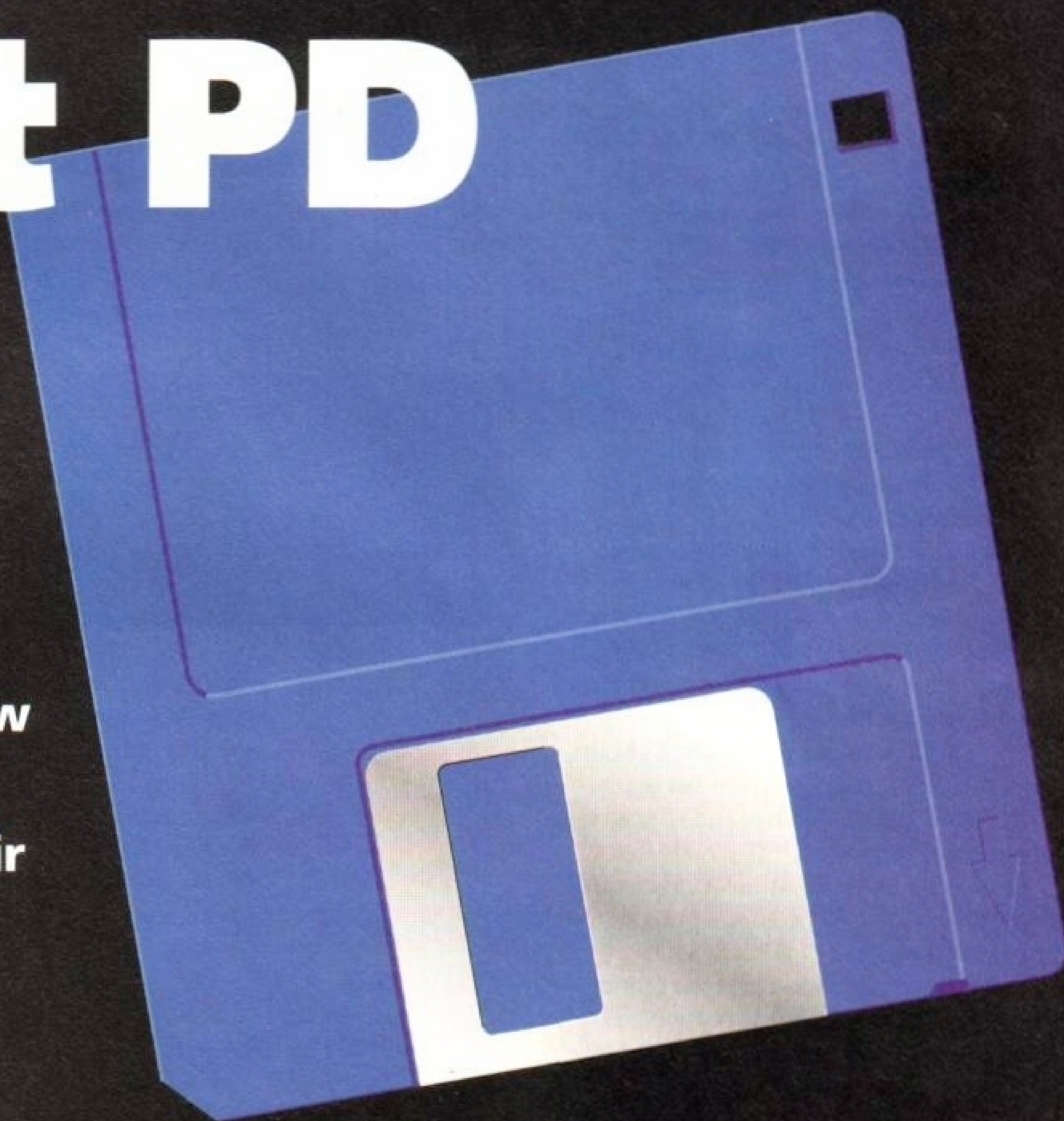
10 If a problem arises, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

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AMIGA FORMAT PRESENTS

Sweet PD



Next month, in the world's greatest magazine, we will be investigating the changing face of the PD scene. With more and more PD and shareware software being released every day, how can you be sure to get what you want at a price that is fair to everyone?

PLUS:

There is really only one word to describe next month's serious Coverdisk, and that word is...

BRILLIANCE

...which is accompanied by an exclusive booklet to help you get the most out of the software.

Issue 76

On sale Thursday, 31st August

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AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



Could you see your Amiga as a notorious Madonna, a hip-rolling Elvis, or a smarmy Bruce Forsyth? Believe it or not, some readers can.

Welcome back my friends, to the Forum that never ends. Or something like that... You may recall that a few months ago we asked you the following question:

"If the Amiga was a famous person, who would it be? And why?"

Now *there* is a question.

Think of the noble, the great, the creative geniuses who have lived throughout history. Think of someone who has brought pleasure to and enriched the lives of millions. Someone who has created great wealth (although not for himself) and allowed others to benefit from his unique abilities.

Think of someone who rose above, outlived and outperformed his peers. Think of all those things and which one person springs to mind? Who is the embodiment of the whole Amiga ethos?

"Screaming Lord Sutch," according to Michael David of Peterborough. "Everyone knows him, everyone loves him and he has minimal support with everyone going with the PC instead. He has also had some money-trouble." Hmm, reasonably argued, but not quite who I had in mind, Michael.

"Bruce Forsyth," suggested Dekkor Lawton of Crewe. "Because, like the Amiga, he's multi-talented, stylish and entertaining [??!! – Ed]. He'll be with us for the next generation and can play games... Good games, good games!" Er, right. Again, not perhaps the most obvious of candidates, though.

"Madonna," claims Marcus Goodwin of Gosport. I'm not convinced; tell us your reasons, Marcus. "She has been going for years; always changing her image; she's number One; she will be around in ten years time and all the men love her." Do they? I'm not too sure about that, Marcus. Kate Bush perhaps...

Stephen Wilkinson says: "Father Christmas. They have so much in common. They've both been around a while, are loved by a lot of people in a lot of places and they both drop in on a lot of houses at Christmas". Don't look at me, I'm not going to tell him. Thank you for that, Stephen.

"Elvis!," chorused Nick Donnelly of Ely and Soren Ladegaard of Denmark. "Both have impersonators; all inferior, pretenders to the throne of the King," said a bullish Nick, while Soren added: "He was something new and revolutionary. He came up with a new way of playing music. People are very loyal to Elvis – even after his death, millions of people listen to his music".

And yes, both Nick and Soren are aware that the King is dead, but both believe the Amiga, at least, will enjoy a glorious resurrection and reclaim its rightful place.

Who is the embodiment of the whole Amiga ethos?

"Gary Linekar," said John Emmett of London. "He was brutally removed from the field of play in his prime, thanks to stupid and inept management who didn't understand, or capitalise, on his strengths."

Ah, *now* we're getting somewhere. "Nobody has got a bad word to say about him and he could have carried on a lot longer at the top." Indeed he could have, but he wasn't terribly useful in the music and graphics departments, though, was he?

I can see it now... the Commodore Leonardo.

Finally, Michael Maybury of Merseyside insists there can be only one answer and I tend to agree with him: "Leonardo Da Vinci, because, like the Amiga, Leonardo was an artist, a sculptor, an inventor and a genius. He was many years ahead of his time and brilliant in so many different fields." That will do for me. Yes, I can see it now... the Commodore Leonardo. Ah, what a missed opportunity...

P.S. If John Emmett of London wants his *AF* sweatshirt, he should send in his address as soon as possible.

For next month, can I ask AF readers to consider the following:

"What has been your best/worst/funniest experience in a computer shop?"

You could win an *AF* sweatshirt if your entry is published. Write your thoughts down and post them to: Format Forum, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW within the next few weeks. Or, you can fax me on 01633 896087. See you next month.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by phone every Tuesday between 10.30am and 5pm.
- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244 or E-mail mops@futurenet.co.uk.

WORKBENCH: We'll answer problems with the technical side of your Amiga in the mag. If you have any advice or tips, you may win a prize.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, or found the passwords for a game, send them to Steve Bradley and you could win a prize. If you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *AF*
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
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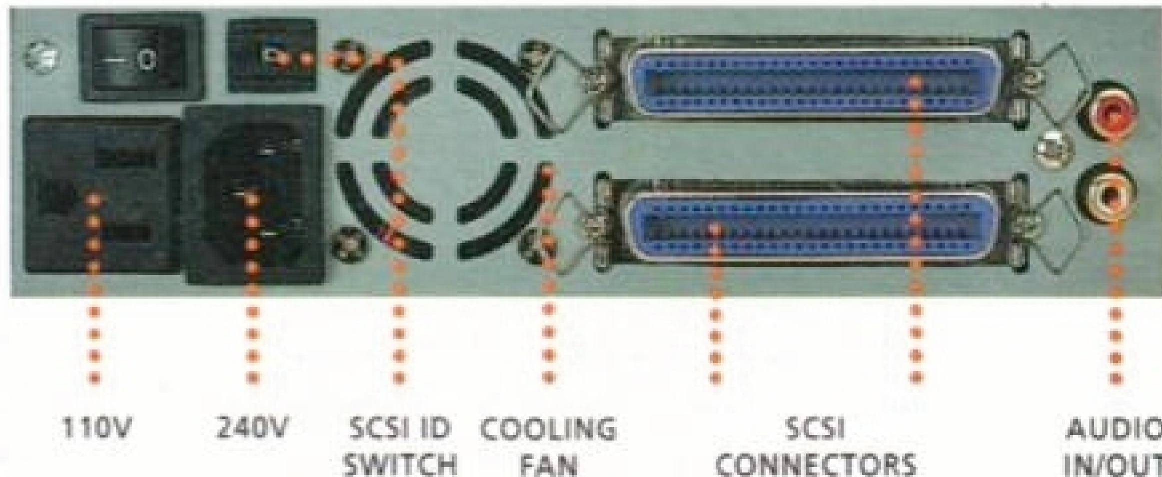
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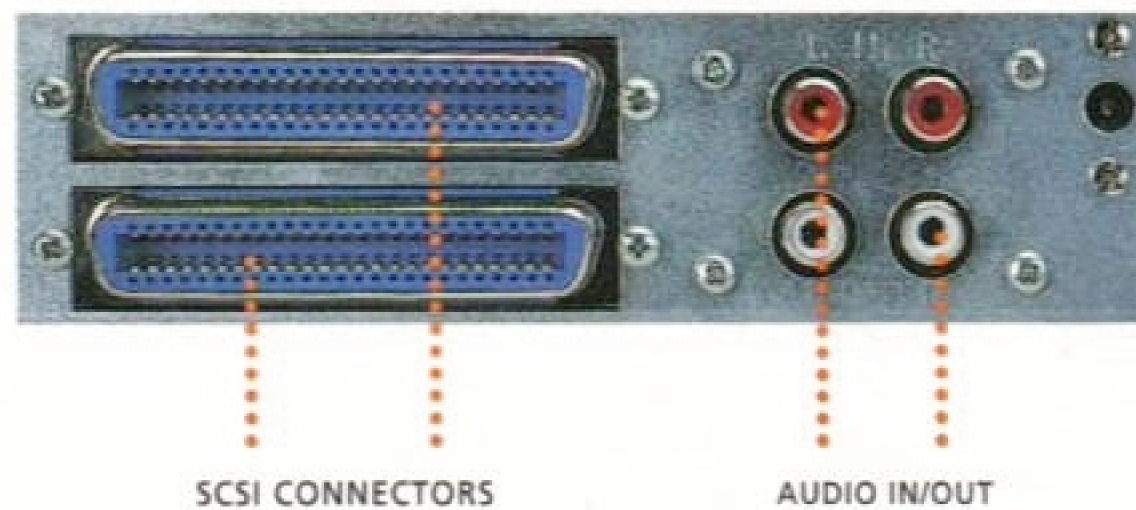
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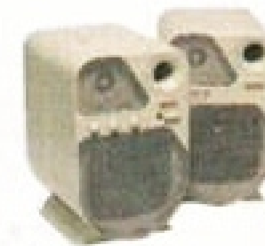
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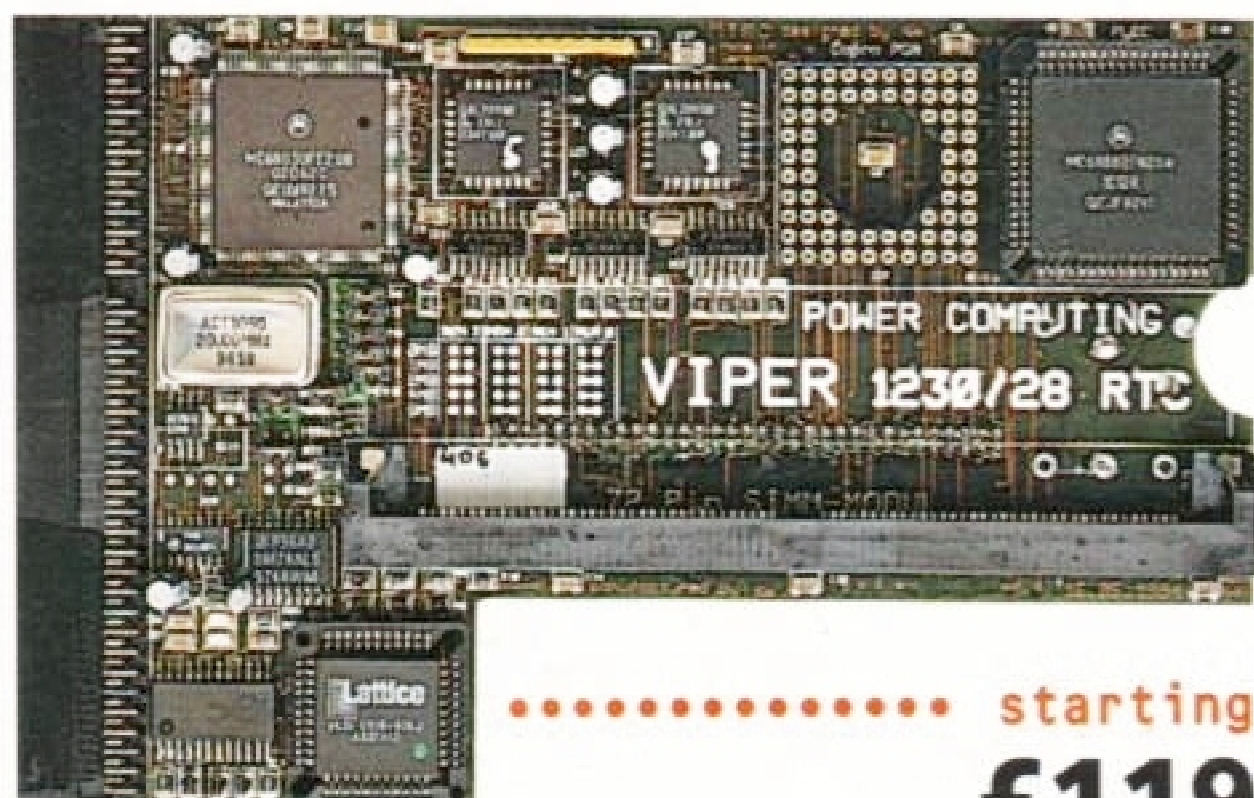
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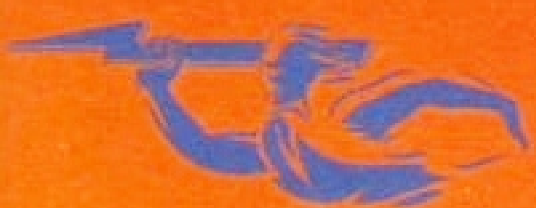
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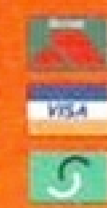


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